Aircraftkiller

You sure can, doesn't mean you've got any kind of weighted opinion when it comes to the matter. It isn't an excuse that I can't patch Glacier Flying anymore, it's a fact. I cannot do anything else to the map unless Electronic Arts allows more patches to be made for this game. Extensive QA time must be alloted to the map and then it has to be put into the patch update by a programmer. Until EA allows that to happen, I cannot fix the map anymore than it already has been.

Fair enough.
Quote:
Some of my maps look awful... Right. Give me examples or don't mention anything at all. Same for the rest of that concerning the playability, give examples or don't vaguely say something. If I'm not the epitome of map design in this community, then tell me -- who is? You? Anyone else? Right. Stop saying funny stuff because you're making it hard to argue.

Well, in my opinion, Glacier_flying looks awful and plays badly. There's an example. I'll reiterate though, that's an opinion, like your opinion of my map.

Quote:Yes, it's so totally hypocritical to address the faults of another map and insult the map maker because they refuse to fix their maps like I do, and continually put out crap that no one in their right mind would really call a map. Yes, that's so hypocritical. You haven't even put out an update to your map either, and it's been a long time. You haven't even taken the time to fix the horrid UVs on the mountains or tunnels, and you haven't taken the time to fix the "Default" material bugs which are all over the map. I don't care if you don't want to put any effort into your non-commercial work -- I'm not going to buy anything you've worked on because of the sole fact that you show a lot of unprofessionalism in this map. If that's what I'm going to see, then that's a major turn-off. Take pride in your work or don't even make a map.

Re-read what I said. It's hypocritical if you don't address your own errors.
What does time have to do with my map? If I fix the (minor) issues with it, I'll do so when I have the opportunity and desire to do so. As the majority of people seem quite happy with it, I see no compelling reason to at the moment.
Heh, I'm sure the loss of that one sale is really going to hurt me in years to come. I do take immense pride in my work - the nitpicking of one individual doesn't really mean a great deal. Here again, your opinion means little. My work is obviously good enough to attract the publishing deal that I'm currently negotiating.

Quote:
A big fish in a small pond... Right, once again, this game is continually expanding, both by servers and by players. Maybe it's a small pond over there in GSA, I don't know. I rarely visit GSA for Renegade.

Small pond - Renegade. Big ponds - Half-Life, Quake 3, UT2003, . Understand now? Renegade will never, ever reach those levels, as much as I would like it to. You look at some of the mappers

from those communities, who produce maps way better than anything you (or I) do. The ones that get hired based on their work. Unlike you. A while ago, I was in a position to hire 3 mappers for 3000AD. Did we look at the Renegade commmunity? Yes - I suggested your name to my (ex) boss. He wouldn't take you on, because a) he didn't think your work was good enough, and b) he didn't like your attitude. Instead, we went for 2 Half-Life and one Quake 3 mapper, who are happily producing commercial-quality maps for 3000AD's next game.

GSA isn't a place, you know. It's just a different protocol for the servers. Silly. You promote the growth of Renegade on one hand, then segregate it with the other. Well done.

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