Subject: general scripts.dll thoughts
Posted by jonwil on Sat, 31 Jul 2004 11:42:04 GMT
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Here are changes already made since 1.8
changes to SCUD_SuperWeapon and SCUD_TurretBuildup
a new engine call to output stuff to the console
a new engine call to send stuff to the console input parser (so its as though you typed it at the console)
a bug fix for the address of the SoldierReInit engine call on the Win32 FDS (this prevented Change_Character from working on the WFDS)
a bug fix for Find_Building_By_Name to make it actually work.
a change to Damage_All_Buildings_By_Team, Damage_All_Buildings_By_Team_Nearest and Damage_All_Buildings_By_Team_Nearest_Scale so that you can pass 2 for the team to mean "any team". And also another change to those so you can pass in a GameObject that will be treated as the object doing the damaging (and will be passed to the Damaged event and also will get the points for doing the damage)
some simple documentation of the functions available in engine.h
a change to JFW_Building_Damage and JFW_Building_Damage_Scale to pass the parameter of the custom as the Damager (use with JFW_Death_Send_Custom_Driver_ID to give the driver of the bomb truck the points for doing the building damage)
better information for the vector parameter of Trigger_Weapon
better information for the 2 float parameters of Find_Closest_Soldier
better information for the 3 float paramters of Shake_Camera
better information for the second GameObject parameter to Lock_Soldier_Facing
better information for the unknown parameters for the weather commands (I hope to have this information soon)

I dont know exactly what will happen next with the scripts.dll (if I release 1.8.1 or 1.9 or what) but here aer some general thoughts as to what may/will be in future scripts.dll versions.
a script called JFW_Give_Points_On_Timer_Per_Building that will give points to <object> for every building of <team> left standing
a new engine call to support JFW_Give_Points_On_Custom
a script called JFW_Points_Send_Custom which will send <custom> when <points gathered since player was created> is >= <value>. This can then be used in conjunction with scripts like JFW_Set_Max_Health_On_Custom and stuff to grant upgrades to players who stay alive long enough to gain them (sort of like veteran mode on black-cell or in Generals but different)
a new CTF script (someone requested one, now is the time to post details about what you wanted in a CTF script)
JFW_Death_Send_Custom_ID (sends a custom on death and passes <id of the thing JFW_Death_Send_Custom_ID is attached to> as the parameter)
JFW_Death_Send_Custom_Driver_ID (sends a custom on death and passes <id of the first thing that got into the vechicle JFW_Death_Send_Custom_Driver_ID is attached to> as the parameter)
anything NeoSaber creates for future versions of RenAlert and submits
anything anyone else creates and wants to submit
fixes to make Set_Animation and Set_Animation_Frame transfer over the network right
fixes to make enable_stealth transfer over the network right
fixes to make Create_Explosion and Create_Explosion_At_Bone transfer over the network right

a new script JFW_Animated_Effect which will, when sent a custom, create a Generic_Cinematc, and set its model and animation to the passed in parameters. When the animation is finished, it will kill the object

a new script JFW_Random_Animated_Effect which is like JFW_Animated_Effect except it will spawn a random distance +-x,+-y,+-z from the location (great for e.g. spawning a randomly positioned puff of tiberium gas in a tiberium field)

an engine call for changing the team of a given player

an engine call for getting the owner of a vechicle (i.e. the object passed in as the owner when the vechicle was created)

engine calls for getting the various contents of a vechicle (e.g. driver, gunner, various others)

Is_xxx engine calls for the other GameObject types where there currently isnt one

JFW_Group_Purchase_Zone_Timer (this one would be used for rebuildable base defences like Black-Cell has but different), this one works like a cross between JFW_Group_Purchase_Zone and JFW_Zone_Timer.

possibly a re-do of the various engine calls that deal with the various GameObj lists into a new way where there is a generic "enumeration" function for each list that walks the list and calls a passed in callback function for each object in the list.

a fix for Set_Fog_Range so that it works client-side (also Set_Fog_Enable and Set_War_Blitz)

possibly other fixes for various <doesnt work client side> commands like making per-player Enable_Radar and per-player Display_Player_Terminal and other stuff

some logic to make stuff unbuildable when various buildings go (e.g. no more nuke when temple is gone or no more helicoptors when helipad is gone)

a script for a vechicle thief (for the reborn hijacker and whatever other uses)

a script or scripts for a hinter-seeker type effect

a script for a vechicle carying caryall (like the TS orca caryall or the dune 2 caryall or mabie even the naval transport from RA/RA2, would only carry one vechicle at once though)

if needed, fixes to make Static_Anim_Phys_Goto_Frame/Static_Anim_Phys_Goto_Last_Frame work over the network

a command to convert a ID into a player name

a way to find a player by the name and get the GameObject for it and also the Player ID for it

a way to count the number of players

perhaps commands to access other usefull stuff in cPlayerManager and cGame and stuff

proper poke in multiplayer (like how the PCTs do it, via the poked event on a script)

possibly custom PCTs (e.g. make a new page on the PCT for "aircraft" or "boats") or other stuff like a special "aircraft" PCT or "boats" PCT or something. Also, other dialog related crap

If anyone has ideas for the future, post here.

And remember, none of this stuff is gauranteed to be implemented (except the stuff I have said under "changes already done")

The engine-type stuff mentioned here is not connected with the stuff done for RenAlert 0.993 (like how 0.993 uses poke for the naval, aircraft and missile silo PTs, my poke code will be unrelated to that)

Also, stuff that will be in Blackhand Studios Core Patch 1 (like the sound fixes) isnt mentioned here.

Subject: general scripts.dll thoughts

Posted by [Sir Kane](#) on Sat, 31 Jul 2004 12:31:38 GMT
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You are such a copy cat. If I see any of my stuff copied AGAIN then bad things will happen.

Subject: general scripts.dll thoughts
Posted by [Deactivated](#) on Sat, 31 Jul 2004 12:44:17 GMT
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Silent KaneYou are such a copy cat. If I see any of my stuff copied AGAIN then bad things will happen.

Don't be so selfish.

Subject: general scripts.dll thoughts
Posted by [Sir Kane](#) on Sat, 31 Jul 2004 13:02:57 GMT
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I'm not. He's the reason for not releasing stuff that was initially supposed to go public.
But seeing how fucked up some people in that "community" are, none of my stuff will ever go public.

Subject: general scripts.dll thoughts
Posted by [Deactivated](#) on Sat, 31 Jul 2004 13:19:10 GMT
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Silent Kane
But seeing how f up some people in that "community" are, none of my stuff will ever go public.

You're the problem.

Subject: general scripts.dll thoughts
Posted by [Sir Kane](#) on Sat, 31 Jul 2004 13:55:20 GMT
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No, idiots like you and jw are.

Subject: general scripts.dll thoughts
Posted by [bigejoe14](#) on Sat, 31 Jul 2004 14:23:37 GMT
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Bad stuff's going down.

Subject: general scripts.dll thoughts
Posted by WNxCABAL on Sat, 31 Jul 2004 15:55:24 GMT
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I'm guessing this guy never shared his toys when he was younger :rolleyes:

Subject: general scripts.dll thoughts
Posted by Deactivated on Sat, 31 Jul 2004 16:00:26 GMT
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_TFWxANDY_I'm guessing this guy never shared his toys when he was younger :rolleyes:

"This is mine! All mine! And you can't have it! Bwhahaha!"

Subject: general scripts.dll thoughts
Posted by Sir Kane on Sat, 31 Jul 2004 18:54:41 GMT
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Yeah, like I'm going to give 7000 lines of codes to idiots who would use it for stupid stuff. You are a bunch if fucktards.

Subject: general scripts.dll thoughts
Posted by Deactivated on Sat, 31 Jul 2004 19:13:52 GMT
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Yeah, tards like who don't want to share their work.

Subject: general scripts.dll thoughts
Posted by Sir Kane on Sat, 31 Jul 2004 20:40:51 GMT
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No, fucktards who ask for everything. Asking for my stuff is like asking for the max/gmax files of the units and such.
Stuff which everyone damn sure would like to share. Not.

Subject: general scripts.dll thoughts

Posted by Deactivated on Sat, 31 Jul 2004 20:49:17 GMT
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Tards who think only of personal benefits.

Subject: general scripts.dll thoughts
Posted by Sir Kane on Sat, 31 Jul 2004 21:04:29 GMT
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I made it, so I can do whatever I want with it. And I don't give a shit about "oh noes! U must share ur hard werk with fuckturds!!!!1".

Subject: general scripts.dll thoughts
Posted by Aircraftkiller on Sat, 31 Jul 2004 21:07:35 GMT
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Exactly. Go to hell Semen.

Subject: general scripts.dll thoughts
Posted by jonwil on Sat, 31 Jul 2004 21:16:32 GMT
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its not "your stuff".
You didnt invent poke, dialog boxes, animation, explosions or any of that stuff.
I will concede that you were the first person to access some of these features.
However, that gives you NO RIGHT whatsoever to any independantly created implementations/access.

SK has every right to controll what happens to code he wrote.
I have no plans to use a single line of code from bhs.dll in any of this stuff.
Everything I created will be a totally new implemementation based on my own reverse engineering of renegade and SK will have NO CLAIM whatsoever over the code.

Also, not everything on that list will be created.
Plus, I havent decided what form it will take.
Some of it (the bits that would be very dangerous to cheaters like some of the netcode bits) may well end up being released in a closed source form.

This is more of a "things I want to do" list than a "things I will be doing" list.
Although some of the stuff on it will be done.

Subject: general scripts.dll thoughts

Posted by Sir Kane on Sat, 31 Jul 2004 21:34:39 GMT
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That still doesn't change the fact that you can't come up with own ideas.
Who was the one who thought of fixing all the stuff?
And who was the one who had the first successful implementations?
It was definitly not you. You should be happy that I have no way to get over there to australia.
That just shows once again that you are a big, fucking lamer.
Now go and have fun with your Rebarn friends.

And you better not steal my Set_Animation fix.

Subject: general scripts.dll thoughts
Posted by YSLMuffins on Sat, 31 Jul 2004 22:11:26 GMT
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Gee, I wonder if it's like this with Microsoft and Apple and Linux.

Subject: general scripts.dll thoughts
Posted by Aircraftkiller on Sat, 31 Jul 2004 22:22:44 GMT
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Well I doubt they legally steal anything, but I do know that most companies don't want their trade secrets being given out.

Subject: general scripts.dll thoughts
Posted by mahkra on Sat, 31 Jul 2004 22:29:32 GMT
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There's a big difference here though. Real companies get patents and copyrights so that people can't reverse-engineer things and duplicate them.

However, even real companies with patents & copyrights can't complain at all if a competitor steals their ideas and creates a similar (though not identical) product.

Subject: general scripts.dll thoughts
Posted by YSLMuffins on Sat, 31 Jul 2004 23:06:05 GMT
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mahkra
However, even real companies with patents & copyrights can't complain at all if a competitor steals their ideas and creates a similar (though not identical) product.

That's what I was thinking.

Silent KaneThat still doesn't change the fact that you can't come up with own ideas.
Who was the one who thought of fixing all the stuff?

And you better not steal my Set_Animation fix.

lol....if you think people are "stealing you ideas" then why do you post about your ideas then??

And if someone came up with the idea to do something you can't just claim it as yours....JW has to actually put in the work to get that idea to be a reality.

SK, All ive seen is crying and "look what i can do" bullshit....Grow the fuck up and stop being so childish....JW has done alot for this game for a long time and he shouldnt be treated like this by no lil' punk such as yourself.

Im sure JW has the knowledge to do all these things your trying to do....and if you put an good idea infront of any wise man, they'd be dumb not to capitalize on it.

Some great stuff from the looks of this JW...keep em comin'

 script called JFW_Points_Send_Custom which will send <custom> when <points gathered since player was created> is >= <value>..................This sounds like a great use for a game over once a player reaches a certain amount of points in conjunction with Custom_destroy_ building.....Is this possible to use with teams points aswell??

Silent KaneThat still doesn't change the fact that you can't come up with own ideas.
Who was the one who thought of fixing all the stuff?
And who was the one who had the first successful implementations?
It was definitly not you. You should be happy that I have no way to get over there to australia.
That just shows once again that you are a big, fucking lamer.
Now go and have fun with your Reborn friends.

And you better not steal my Set_Animation fix.

You are a moron 200000 ununique hits that just means the same 100 people that visit it are comeing again whats that to be happy bout?

Subject: general scripts.dll thoughts
Posted by Aircraftkiller on Sun, 01 Aug 2004 05:52:57 GMT
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It's a bit more accurate than that stupid dumpster in your signature is. What the fuck convinced you to think that anyone would want to hire you because you display a horrible looking dumpster in your signature?

Quote:SK, All ive seen is crying and "look what i can do" bullshit....Grow the fuck up and stop being so childish....JW has done alot for this game for a long time and he shouldnt be treated like this by no lil' punk such as yourself.

You don't even know the full story, go get into your box you stupid fuck...

Subject: general scripts.dll thoughts
Posted by Sir Kane on Sun, 01 Aug 2004 05:57:52 GMT
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You are such a retard, that was totally off topic and has absolutely nothing to do with anything here.

And the point is that JW can't come up with own ideas. I know several people who think the same way.
I won't mention any names here anyhow.

Subject: general scripts.dll thoughts
Posted by icedog90 on Sun, 01 Aug 2004 06:55:49 GMT
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Oh Hell, not another one of these topics...

Subject: general scripts.dll thoughts
Posted by jonwil on Sun, 01 Aug 2004 07:01:38 GMT
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the points one only takes into account the # of points an individual player has and only the points they have gotten since they last died.
Although (for various reasons), I may not be making it anyhow.

Subject: general scripts.dll thoughts
Posted by theplague on Sun, 01 Aug 2004 08:36:27 GMT
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Play nice now SK

Some points to consider:
1) unless you have documented proof of 'your ideas' thats dates back to b4 the concept of scripts 1.8 there is no argument. (has to be signed by a legal body, eg. lawyer, or someone with credibility)
2) one shore way to prevent this happening in the futur is to release the scripts that you want to share, if you didn't want to share it in the first place, then what are you on about?
3) you called us all quote"to idiots ... stupid ... bunch if fucktards" so why should we support you? or even for that matter like you in any way, shape, or form?

So here's a line for you to remember: Your a ignerent phycopath with no life, who constantly makes fun and accuses people. You probibly never looked youself in a mirror, because your uglyness would shorly shatter it into a million peaces...

Subject: general scripts.dll thoughts
Posted by Sir Kane on Sun, 01 Aug 2004 09:13:44 GMT
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theplagueYour a ignerent phycopath with no life, who constantly makes fun and accuses people. You probibly never looked youself in a mirror, because your uglyness would shorly shatter it into a million peaces...

I don't have "a ignerent phycopath with no life". And I have no fucking idea what "probibly", "youself", "shorly" and "peaces" are supposed to be.

You can post like that after you get a brain and a life.
You are the official winner of the "Fucktard of the year" award.

Subject: general scripts.dll thoughts
Posted by PermaGrin on Mon, 02 Aug 2004 01:24:35 GMT
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WOW! Thats so amazing. You can read and understand lines of code. Yet you cant seem to use context clue to understand words. Allow me to help you out, "probibly" means probably, "youself" means yourself, "shorly" means surely, and "peaces" means pieces.

The "Fucktard of the year" award has yet to be decieded. You and Ack are running neck and neck for it.

Subject: general scripts.dll thoughts
Posted by Doitle on Mon, 02 Aug 2004 02:01:42 GMT
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DECODED

Subject: general scripts.dll thoughts
Posted by Sir Kane on Mon, 02 Aug 2004 02:54:02 GMT
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PermaGrinWOW! Thats so amazing. You can read and understand lines of code. Yet you cant seem to use context clue to understand words. Allow me to help you out, "probibly" means probably, "youself" means yourself, "shorly" means surely, and "peaces" means pieces.

But why would I even bother reading it? It can't be too hard to fix the typos before posting, can it?

And the winner of the "Fucktard of the year" award is already known: theplague.

Subject: general scripts.dll thoughts
Posted by TheMouse on Mon, 02 Aug 2004 04:53:22 GMT
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this whole exchange is fairly sad and childish. SK, what is the point of making this stuff if you aren't going to share it with the community? and who gives a damn if Jonwil takes "your" ideas and uses them... its not like you are releasing the stuff...

Subject: general scripts.dll thoughts
Posted by theplague on Mon, 02 Aug 2004 05:00:21 GMT
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I type a little fast, so i get things wrong, but if you think your so smart why couldn't u figger it out? (by the way dumbass, u = you)

define "Fucktard" (because according to the dictionary: http://dictionary.reference.com/search?q=Fucktard there is no such word)

only two kinds of people make up words, shakespeare and retards.

for dumb people like you: (sry, i forgot theres NO people as dumb as you, your the dumbest they get!)
re·tard Pronunciation Key (r-tärdd)
adj.

---

1) Affected with mental retardation.
2) Occurring or developing later than desired or expected; (thats never for you)

You will never be a fully functional member of society because you are full of yourself and a retard (re·tard)

Ok, make fun of my spelling, i don't care, at lease i admit that i'm a bad speller and mistype things. You on the other hand, think your so good, an you can do anything you want, well NEWS FLASH you can't!

You however on the other hand, win the award for "The MOST retard person to EVER walk on the face of the earth"

You do know what win means right? thats 1st prize

Stupid FOOL

For you...
fool Pronunciation Key (fl)
n.
1) One who is deficient in judgment, sense, or understanding.
2) A person deficient in intellect; one who acts absurdly, or pursues a course contrary to the dictates of wisdom; one without judgment; a simpleton; a dolt.

Edit: (Added)
=======================
TheMousethis whole exchange is fairly sad and childish. SK, what is the point of making this stuff if you aren't going to share it with the community? and who gives a damn if Jonwil takes "your" ideas and uses them... its not like you are releasing the stuff...
=======================
Stole the words right out of my mouth

Subject: general scripts.dll thoughts
Posted by Doitle on Mon, 02 Aug 2004 05:52:57 GMT
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I don't really understand at all... This whole stance by the Ren Alert team that everything they have is being stolen?

Let's say I go make a program in simple console.
Say, a program that takes input from the user. Then Writes that back out.

So I'm all

Doin the Includes

Declare the variable

Main Function

Take the input from the user, put it in a variable

Print the variable

Be Totally Done...

Now Jonwil has been wanting a program that does this for a while too... So he sets to it.

What does his program do?

Includes

Declares Variable

Main Function

Takes input and stores in Variable

Prints Variable

Is totally done...

He didn't steal my code... It's just the way to do it... Just cause you do it first doesn't give you any sort of claim on it. The person who made the first skin for the humvee didn't claim stake to any humvee skins. If I go make one today I'm not gonna be called a copier, and I'm certainly not Stealing anything.

Now I can see if you show us some proof, a snippet of code that is actually copied from your coding SK. I mean if it's letter for letter, same spacing, obviously copy pasted you have a case. But earlier you've been asked for proof and you haven't came forward... You just say he stole your idea.

Subject: general scripts.dll thoughts
Posted by theplague on Mon, 02 Aug 2004 08:53:57 GMT
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DoitleI don't really understand at all... This whole stance by the Ren Alert team that everything they have is being stolen?

Let's say I go make a program in simple console.
Say, a program that takes input from the user. Then Writes that back out.

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I totaly agree, i've said it once, and i'll say it again... Where is the proof?
and:
"you can't put copyrights on ideas"

Subject: general scripts.dll thoughts

Posted by Sir Kane on Mon, 02 Aug 2004 14:05:32 GMT
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There's a difference between some crappy console application and this stuff.

And "u" is not "you".

u1 or U   (P) Pronunciation Key (y)
n. pl. u's or U's also us or Us
The 21st letter of the modern English alphabet.
Any of the speech sounds represented by the letter u.
The 21st in a series.
Something shaped like the letter U.
U A grade that indicates an unsatisfactory status

You need to get a life, theplague. Nobody can have more idiocy in one post than you do.

Subject: general scripts.dll thoughts
Posted by Doitle on Mon, 02 Aug 2004 16:15:37 GMT
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We've had enough instruction on the letter U from Sesame Street, please stick to the topic at hand.

Quote:He didn't steal my code... It's just the way to do it... Just cause you do it first doesn't give you any sort of claim on it. The person who made the first skin for the humvee didn't claim stake to any humvee skins. If I go make one today I'm not gonna be called a copier, and I'm certainly not Stealing anything.

Now I can see if you show us some proof, a snippet of code that is actually copied from your coding SK. I mean if it's letter for letter, same spacing, obviously copy pasted you have a case. But earlier you've been asked for proof and you haven't came forward... You just say he stole your idea.

Subject: general scripts.dll thoughts
Posted by Aircraftkiller on Mon, 02 Aug 2004 16:26:38 GMT
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No one has made any skins because skins are not texture maps, so your argument is invalid because you're too ignorant to learn how to use a word properly.

Subject: general scripts.dll thoughts
Posted by PermaGrin on Mon, 02 Aug 2004 17:36:23 GMT
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^^ Shut the fuck up. We dont need to go through this retarded discussion again.

Subject: general scripts.dll thoughts
Posted by Aircraftkiller on Mon, 02 Aug 2004 17:40:36 GMT
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Then don't make a post about it. Takes two to tango, chief.

Subject: general scripts.dll thoughts
Posted by theplague on Mon, 02 Aug 2004 21:00:47 GMT
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SK, a life is what i have and you envy. Unlike U (abreviation, for you. as in U don't get out much fool because U have no friends) i don't sit in front of the computer all day TRYING to make hacks and get lucky at times.

And heres a new word for you:
socialize

Simular to:
so·cial Pronunciation Key (sshl)
1) Living together in communities.
2) Of or relating to communal living.
3) Of or relating to human society

and the list goes on and on... why dosn't one of your friends buy you a copy of some book to teach you to socialize? oh, i forgot... you don't have any friends!

Subject: general scripts.dll thoughts
Posted by Fabian on Mon, 02 Aug 2004 21:52:51 GMT
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Ya know, a friend of mine has an actual learning disablility that makes it hard for him to spell (no joke), but even HE knows how to use a SPELL CHECKER.

Subject: general scripts.dll thoughts
Posted by YSLMuffins on Tue, 03 Aug 2004 01:51:42 GMT
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cries

This stupid topic still hasn't been resolved. I thought the issue would've been dealt with already,

---

instead of being dodged and nitpicked.

cries some more

I hate seeing jonwil and SK fight. I know I don't know the whole story, but I don't really care to know since this obviously should be kept private; else people will take sides, get the wrong idea, and have a war erupt. I hate seeing this rift form between BHS and I don't want to take sides. What was it that Abraham Lincoln said? And a rift between jonwil and SK is like a rift between Renegade and RenAlert. Will we one day have a time when Renegade players and RenAlert players scorn each other alike? Will we have Renegade bashing by RenAlert, or vice versa?

Correct me if I'm wrong, but doesn't jonwil work for the betterment of Renegade, and SK for the betterment of RenAlert? If so, why should RenAlert grow so superior to Renegade that all features of RenAlert must be kept closely guarded and far away from Renegade, the origin and soul of RenAlert? Has RenAlert grown so proud it looks back on Renegade with contempt, with all signs of humility gone for the very thing that gave RenAlert its wings? If this is going to be the attitude, then the gap will surely widen.

I'm being melodramatic, I know, but it's just what I see when I see jonwil and SK fight. This is all just seated in my impression that jonwil is with Renegade and SK is with RenAlert.

Edit: And Jonwil's my buddy.   (I have a few buddies around here who've I've known for a very long time, and I hate seeing them attacked [some of them constantly =\], but at least they strike back. Jonwil has just been taking all of the hits without throwing a punch, it seems, and that's partially why this bothers me so much.

Subject: general scripts.dll thoughts
Posted by Doitle on Tue, 03 Aug 2004 01:53:34 GMT
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Beautiful Speech... I hope it helps heal this wart on the index finger of friendly community gaming.

Good work YSL

Subject: general scripts.dll thoughts
Posted by Sir Kane on Tue, 03 Aug 2004 02:57:26 GMT
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That's funny, now I have no friends. I wonder who all the people, I see everyday, are then. Do you think that saying that without any proof makes you cool or something?
I think you are the one without friends since you come here with your idiocy pasting stuff from dictionary.com or whatever website but yet you can't spell "abbreviation" right. And "u" is not the abbreviation for "you", who the hell would make an abbreviation for a three letter word?

And no, I'm not trying to hack. That was just another thing you made up without proof.

Now go and play with some kids so they might teach you how to not act like a retard.

Subject: general scripts.dll thoughts
Posted by Aircraftkiller on Tue, 03 Aug 2004 04:05:39 GMT
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Quote:as RenAlert grown so proud it looks back on Renegade with contempt

You're damn right I do, I hate Renegade. If only development were alloted properly and the team had done better work, it would have been a C&C experience.

Jonwil isn't being attacked without reason, he knows why he's getting the treatment that he's been given.

Subject: general scripts.dll thoughts
Posted by bigejoe14 on Tue, 03 Aug 2004 04:12:46 GMT
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AircraftkillerIf only development were alloted properly and the team had done better work, it would have been a C&C experience.
*cough*Dan Cermak*cough*

Subject: general scripts.dll thoughts
Posted by icedog90 on Tue, 03 Aug 2004 07:21:35 GMT
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Anybody ever noticed that almost 90% of the topics in the General Discussion and Modding forums get turned into flame wars and huge arguements, no matter what type of topics they are?

Subject: general scripts.dll thoughts
Posted by theplague on Tue, 03 Aug 2004 08:09:04 GMT
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SK, I have nothing more to say to a richard cranium like you. Obviously you will never learn, you should never accuse someone of doing something that you have done yourself (quote: "without proof") you, yourself accused Jon of "stealing" your idea/code yet could not provide "proof". Also, when you debate, don't just focus on one thing (spelling), think (if your capable of thinking) of other ways to rebuttal. Because of this, you have failed, and in the process, proved yourself to be an incompetent fool who is wasting my time. Your not worth the trouble, and consider it a privilege to have my attention and take up my valuable time.

And I don't think I'm cool at all and I never have, but I'm just proving my point about you having no friends, it's just pure logic; how can you, an incompetent fool with the personality of a rodent, possibly have any friends? Oh, by the way; if other people can't see them, then their imaginary.

And to you Mr. SEAL,
If you are to question my spelling, check yours first:
Disability not disablility

Quote: "a friend of mine has an actual learning disablility that makes it hard for him to spell (no

Are you shore your friend isn't the mirror? Because it seems to me that YOU are the one with the disability.
So thank you for making it clear to us that your friend is better than all of us. Especially you, because you are making the statement that others can't spell, while you spell poorly yourself.

Subject: general scripts.dll thoughts
Posted by Renx on Tue, 03 Aug 2004 09:42:12 GMT
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[quote] tags > you

He doesn't need proof, that's how fucking obvious it is. Even if he didn't steal it, he still leaked it out too. Maybe you should learn what the fuck is going on before you decide you know everything about a situation, from what you hear in only one topic.

Subject: general scripts.dll thoughts
Posted by Sir Kane on Tue, 03 Aug 2004 13:44:56 GMT
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Something makes me think you have nothing like logic.
And you are the one wasting your time, nobody is forcing you to post your stupid shit here. You could just go, shoot yourself and make everyone happy.
And I've enough proof of him stealing my stuff. Since releasing my code is stealing.

Subject: general scripts.dll thoughts
Posted by PermaGrin on Tue, 03 Aug 2004 14:40:04 GMT
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Silent Kaneshoot yourself and make everyone happy.

Just be sure to do it outside. Image the poor guy thats gotta clean that up.

Subject: general scripts.dll thoughts
Posted by Sir Kane on Tue, 03 Aug 2004 14:46:05 GMT
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lol