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Subject: Map Credits, for fan/new Maps..  
Posted by [Alkaline](#) on Wed, 06 Apr 2005 08:25:44 GMT  
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Thier is a certain map maker who goes around crying about permission to use maps...

so I was wondering if it would be possible to have a little readme file in brenbot or cp2 that would announce who the author of the map that was just loaded is, when it was released and if thier are known bugs. This would be similiar to how brenbot announces the mine limit each time a map is loaded.

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Subject: Map Credits, for fan/new Maps..  
Posted by [mac](#) on Wed, 06 Apr 2005 08:31:30 GMT  
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CP2's readme has all the credits, just as CP1's readme has.

We'll be trying to fix known bugs in the fanmaps before distributing them, obviously.

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Subject: Map Credits, for fan/new Maps..  
Posted by [Chronojam](#) on Wed, 06 Apr 2005 12:19:22 GMT  
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I actually like the idea of having it say who the author is during gameplay. Could it maybe just read from a text file called maps.txt or something? Formatted like "C&C\_blah.mix, MrMapper" with each line having the filename and then the author. Then the bot could periodically say this...

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Subject: Map Credits, for fan/new Maps..  
Posted by [zunnie](#) on Wed, 06 Apr 2005 17:34:00 GMT  
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This orange text is becoming l33t annoying now....

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Subject: Map Credits, for fan/new Maps..  
Posted by [Aircraftkiller](#) on Thu, 07 Apr 2005 15:41:53 GMT  
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I don't cry over video games. Perhaps you do, but don't go blaming your problems on me.

Announcing this in-game would be a great boon to let otherwise unknown artists be known. Often times people ask "Who made this" as if they can't read a simple file with a few lines of text.

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Subject: Re: Map Credits, for fan/new Maps..  
Posted by [Dan](#) on Thu, 07 Apr 2005 22:16:05 GMT  
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AlkalineThier is a certain map maker who goes around crying about permission to use maps...

so I was wondering if it would be possible to have a little readme file in brenbot or cp2 that would announce who the author of the map that was just loaded is, when it was released and if thier are known bugs. This would be similiar to how brenbot announces the mine limit each time a map is loaded.

Wait, where did he say your name? I dont see it anywhere. :rolleyes:

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Subject: Map Credits, for fan/new Maps..  
Posted by [IRON FART](#) on Thu, 07 Apr 2005 22:26:52 GMT  
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Quote:

I don't cry over video games. Perhaps you do, but don't go blaming your problems on me.  
icon\_lol.gif

Then why are you bothered about people hosting your maps without permission?

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Subject: Map Credits, for fan/new Maps..  
Posted by [Aircraftkiller](#) on Fri, 08 Apr 2005 00:18:27 GMT  
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I'm not, and never said I was. I was talking about other authors. Do you even read what people write before you respond?

Dan... Please for your own sake just shut up. You have no idea why he wrote that post, I do, so I replied. He was talking to me before, otherwise I wouldn't have responded at all. :rolleyes: This is why I said the Renegade forums are a horrible place to get intellectual criticism of any work.

I mean, look at Iron Fart over there. Genius can't even read before he responds. Then you have the people like Dan that come out of nowhere and pretend they're smart by responding in a topic only to find out that their attempt at being witty was an act of complete retardation.

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Subject: Map Credits, for fan/new Maps..  
Posted by [IRON FART](#) on Fri, 08 Apr 2005 00:59:25 GMT  
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Eerrrrmmm.....

I read what you wrote all right. Only thing was that I wasn't responding you your post except for the "I don't cry about games" part.

I was reffering to you whining about zunnie's map pack etc.

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Subject: Map Credits, for fan/new Maps..  
Posted by [Aircraftkiller](#) on Fri, 08 Apr 2005 01:41:15 GMT  
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Oh but you're wrong, I never whined once. I stated my case clearly and gave him the reasons why others would be concerned about what he was doing, because in the years I've been in C&C I've seen this happen before. Someone comes along and throws hundreds of levels into a "map pack" without permission and loads of people get pissed off.

Try talking to Cannis about this and see what he thinks. <http://www.cannis.net>

Tell him I sent you.

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Subject: Map Credits, for fan/new Maps..  
Posted by [IRON FART](#) on Fri, 08 Apr 2005 03:08:53 GMT  
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I don't see why anyone would get pissed iff if the readmes were included, but ok. I'll take your word for it.

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Subject: Map Credits, for fan/new Maps..  
Posted by [Crimson](#) on Fri, 08 Apr 2005 06:32:21 GMT  
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AircraftkillerThis is why I said the Renegade forums are a horrible place to get intellectual criticism of any work.

Interesting that you say that, when you're 99% responsible for that being the case.

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Subject: Map Credits, for fan/new Maps..  
Posted by [Dan](#) on Fri, 08 Apr 2005 11:04:26 GMT  
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AircraftkillerDan... Please for your own sake just shut up. You have no idea why he wrote that post, I do, so I replied. He was talking to me before, otherwise I wouldn't have responded at all. :rolleyes: This is why I said the Renegade forums are a horrible place to get intellectual criticism of any work.

Its a little thing called sarcasm idiot. I knew exactly why you responded to this thread, but you like to take everything literally, and nitpick about every little mistake people make. I decided to return the favour for once.

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Subject: Map Credits, for fan/new Maps..  
Posted by [Aircraftkiller](#) on Fri, 08 Apr 2005 15:18:54 GMT  
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So you're going to blame me for the actions of people you've called idiots and morons before, Crimson? That's a bit unlikely to me.

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Subject: Map Credits, for fan/new Maps..  
Posted by [Jzinsky](#) on Mon, 11 Apr 2005 00:54:12 GMT  
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Personally I don't see why anyone would get pissed off with someone hosting their maps, if I ever managed to make one good enough for me to want to play on I'd want others to play on it too, and see what they think.

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Subject: Map Credits, for fan/new Maps..  
Posted by [trunkskgb](#) on Tue, 12 Apr 2005 20:24:19 GMT  
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macCP2's readme has all the credits, just as CP1's readme has.

We'll be trying to fix known bugs in the fanmaps before distributing them, obviously.

So, your 're gonna get promission to re-do the maps so to speak? That would be awesome. I've always wanted to do that, but was never properly motivated.

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