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Subject: Dante and ACK pissing in the wind  
Posted by [Aircraftkiller](#) on Thu, 13 Jul 2006 15:20:27 GMT  
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Where's the updates? Stop stalling.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Thu, 13 Jul 2006 19:51:37 GMT  
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amazingly, reading isn't one of your key features aircraftkiller.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Thu, 13 Jul 2006 21:13:45 GMT  
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Where in that does he talk about updates? Nowhere...  
<http://www.renevo.com/index.php?s=35909ea935df95e8446d51c98a12218c&showforum=86>  
is that some kind of update? Because it's pretty pathetic if it is.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Jaspah](#) on Thu, 13 Jul 2006 21:16:53 GMT  
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Aircraftkiller wrote on Thu, 13 July 2006 17:13Where in that does he talk about updates?  
Nowhere... <http://www.renevo.com/index.php?s=35909ea935df95e8446d51c98a12218c&showforum=86>

is that some kind of update? Because it's pretty pathetic if it is.

Get the fuck out. Go rain on someone else's parade. If there are no updates, what the fuck did they just post?

Aircraftkiller wrote on Thu, 13 July 2006 11:20Where's the updates? Stop stalling.

Hey, people have lives, you know.

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Subject: Re: C&C FarCry Update - Playtest went though

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Posted by [Aircraftkiller](#) on Thu, 13 Jul 2006 21:37:12 GMT

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Take a read through it and you'll get the usual politically correct answers for having done very little or next to nothing.

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [icedog90](#) on Thu, 13 Jul 2006 21:43:41 GMT

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Why do you care? If you think we're wasting our time watching this mod or giving good advice, then let us be stupid. It's not your problem, is it?

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Aircraftkiller](#) on Thu, 13 Jul 2006 21:46:27 GMT

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A better question to ask is why you care so much about why I care. It may sound redundant but I'm making a really good point here. Why should anything I have to say about this matter to you? Do you herald my presence with predictions of doom? Do you think that by posting here and saying it's dead, that it is dead?

I guess you're right, because I'm rarely wrong about it.

So predict away!

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [icedog90](#) on Thu, 13 Jul 2006 21:51:19 GMT

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It's not what you think of the mod that's bothering me. I care because every time you post like that you're going to de-rail the topic a bit and just add uselessness to it.

The next thing you're going to say is that now I'm de-railing the topic. I made my point, so I'll stop here, but I could suppose that if you still point that finger at me you'll be contributing even more to hurting this thread.

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Jaspah](#) on Thu, 13 Jul 2006 21:54:39 GMT

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icedog90 wrote on Thu, 13 July 2006 17:51I care because every time you post like that you're going to de-rail the topic a bit and just add uselessness to it.

Well said, sir.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Thu, 13 Jul 2006 23:30:55 GMT  
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And you lack the self control not to respond? You lack the courage of your convictions, regarding "derailing", to prevent it from happening or contributing to it?

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [DreamWraith](#) on Fri, 14 Jul 2006 01:09:04 GMT  
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There have been at least two further posts in this thread updating our status.

If that isn't an update, i do not know what is. Not all updates require media, or detailed information.

Quote:up-date Pronunciation Key (p-dt)  
tr.v. up-dat-ed, up-dat-ing, up-dates

To bring up to date: update a textbook; update the files.

n. (pdt)

1. Information that updates something.

This would suggest that any form of information that updates the public knowledge of cnc\_fc is in fact, an update.

When dante stated "good updates going this week" he was not implying that we had prepared a bunch of excellent public media and/or information updates. In context he was referring to the code of cnc\_fc.

We have fixed a load of bugs, and have nearly all essential features now implemented.

Either way, I doubt your pointless ramblings will make much a difference, so by all means, continue on.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [vloktboky](#) on Fri, 14 Jul 2006 03:34:07 GMT  
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To Aircraftkiller: If it would please you, kind sir, I would be more than happy to write up a detailed list comparing the differences and additions between the version of CNC Mode in C&C Renegade and the version present in C&C FarCry. In exchange, I ask only that you enlighten me in how you are able to go through life with absolutely no values and not a care in the world for how your actions and speech affect the feelings of those around you.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Fri, 14 Jul 2006 04:03:39 GMT  
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I was thinking the same about you and how your false promises and half-assed attempts at things which never get released were more detrimental to the well being of a community than one man calling you out on your bullshit.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [vloktboky](#) on Fri, 14 Jul 2006 04:14:04 GMT  
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I had that coming, but one of us here has changed.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Fri, 14 Jul 2006 08:04:47 GMT  
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Certainly not you, Dante, and the rest of the self-fulfilling-prophecy team of Dead 6.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [DreamWraith](#) on Fri, 14 Jul 2006 10:38:59 GMT  
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I would be most pleased to see examples of said failed promises.

In regards to dead6, never once was a promise ever made about any form of completion time frame in my memory. If you have some other promises you are referring to, please, do show me.

Furthermore, I am not entirely sure what prophecy to which you are referring. As far as I can recollect, no one whom ever has worked on or does still work on dead6 has ever claimed to have made a prophecy, and therefore could not self-fulfill any such prophecy, as said prophecies do not

exist.

Of course by all means, great and mighty one, if you have specific instances of said prophecies and/or aforementioned broken promises please do tell.

As far as you claiming no one related to dead6, or anything tenuously related to said project ever changing, then you must be implying you yourself have changed.

Well, I will not try to argue a point with you that you will most assuredly deny (that said individuals have changed), but rather i will agree with what your statement implies.

Your statement implies that you have changed. I would most assuredly agree with that sentiment. I have seen over the last two years you flounder, from project to project, becoming that which you so claim to despise (people who break promises). I will not even venture to reference the ensuing soap opera from several months ago, however, I am quite certain that you have changed drastically, and am quite firm in my belief that most would agree, your changed have been for the worse.

The thought comes to mind that, most people here on this earth are in fact \*gasp\* only human. Fallible as most mortal beings are. People make mistakes. Perhaps people publicize stuff before they should in hope to gain more help. Perhaps others do so for self glorification. And still others do so out of simple neglect for what serves the best purpose.

Of course, In all that fallibility, there is one being who is infallible, who transcends all mortal restrictions, and never fails to deliver on any claims, promises, prophecies, or relationships with significant others. This "immortal" also never fails to hold a steady job, and support themselves.

Enjoy your self righteousness sir. I am sure it is most enjoyable, to know you are better than everyone. For even when those who once enjoyed your company disdain it so, it matters not, for I am most certain that you will survive well knowing that you are better than them.

And by all means, keep posting every time we start a thread. As long as you keep it towards the top, it will most assuredly help it get more coverage. Considering your oh, so so painful words, I am sure we will still manage to accomplish our goals, even with the negative press you put forth. I mean, we all know, your opinion holds SO much weight with SO many people.

Oh and finally, Aircraftkiller. Thank you for your support.

---

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Dante](#) on Fri, 14 Jul 2006 20:53:18 GMT

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Hmm, could have swore that the links on our forum for C&C FarCry as well as the mini-site for it had a link to this, which is constantly updated?

C&C FarCry WIKI

I dunno, looks like we are moving along quite well, besides, I don't really think anyone cares about trying to appease you anymore aircraftkiller, you are pretty much a waste of internet these days.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Fri, 14 Jul 2006 21:26:23 GMT  
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Common Functionality

Function Name  
Purpose

TODO State function purpose

Parameters

TODO List parameters

Return Value

TODO List return value

Remarks

TODO Walk through function

DANTE MAKES A MENTAL NOTE: "TO DO: STOP MAKING PROJECTS THAT DIE IN A DAY."

ROLF@FORT-GEFORTLE.COM

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [vloktboky](#) on Fri, 14 Jul 2006 21:54:36 GMT  
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The documentation on the source is being withheld until the final initial release is built and ready. It would not make sense to spend time documenting and translating the code into step-by-step English instructions when the code itself is still being heavily built on, modified, and tested.

Seriously dude, quit trying. Who the Hell are you trying to convince here?

---

---

Subject: Re: C&C FarCry Update - Playtest went though

---

Posted by [Dante](#) on Sat, 15 Jul 2006 00:18:26 GMT

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---

Aircraftkiller wrote on Fri, 14 July 2006 14:26Common Functionality

Function Name

Purpose

TODO State function purpose

Parameters

TODO List parameters

Return Value

TODO List return value

Remarks

TODO Walk through function

DANTE MAKES A MENTAL NOTE: "TO DO: STOP MAKING PROJECTS THAT DIE IN A DAY."

ROLF@FORT-GEFORTLE.COM

OMGZOR YOU FORGOT TO PUT THE SOURCE ON THE WIKI!!!!!!

Try looking at something that isn't a lua file dickweed, we aren't posting those till they are finished

---

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [KIRBY-098](#) on Sat, 15 Jul 2006 10:10:56 GMT

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---

Aircraftkiller wrote on Fri, 14 July 2006 16:26Common Functionality

Function Name

Purpose

TODO State function purpose

Parameters

TODO List parameters

Return Value

TODO List return value

Remarks

TODO Walk through function

DANTE MAKES A MENTAL NOTE: "TO DO: STOP MAKING PROJECTS THAT DIE IN A DAY."

ROLF@FORT-GEFORTLE.COM

Ironic you would say that.

Renalert would'nt exist without him. Also ironic you signed onto renevo and access to our code until you got booted for doing this same brand of foolery.

Hypocrisy personified. You kind of remind me of North Korea's Kim Jung Il.

Now excuse us while we get back to work and finish this project.

---

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Javaxcx](#) on Sat, 15 Jul 2006 15:18:12 GMT

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KIRBY-098 wrote on Sat, 15 July 2006 06:10

Ironic you would say that.

Renalert would'nt exist without him. Also ironic you signed onto renevo and access to our code until you got booted for doing this same brand of foolery.

Hypocrisy personified. You kind of remind me of North Korea's Kim Jung Il.

Now excuse us while we get back to work and finish this project.

You need to stop disappearing for 2+ years at a time and start posting here again. I have spoken!  
Let it be so.

---

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [K9Trooper](#) on Sat, 15 Jul 2006 16:44:17 GMT



KIRBY-098 wrote on Sat, 15 July 2006 06:10Aircraftkiller wrote on Fri, 14 July 2006 16:26Common Functionality

Function Name

Purpose

TODO State function purpose

Parameters

TODO List parameters

Return Value

TODO List return value

Remarks

TODO Walk through function

DANTE MAKES A MENTAL NOTE: "TO DO: STOP MAKING PROJECTS THAT DIE IN A DAY."

ROLF@FORT-GEFORTLE.COM

Ironic you would say that.

Renalert would'nt exist without him. Also ironic you signed onto renevo and access to our code until you got booted for doing this same brand of foolery.

Hypocrisy personified. You kind of remind me of North Korea's Kim Jung Il.

Now excuse us while we get back to work and finish this project.

Amen brother!

---

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Sat, 15 Jul 2006 17:50:50 GMT  
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lol

How is that hypocrisy? Do you even know what you're saying? You're accusing me of being false in my beliefs because I'm saying that renevo is dead. Well, considering your track record, it is.

Back at the time where we "signed on" (no code, though, since you had nothing and probably still don't) you had at least some kind of activity going on.

APB existed because of Lefthanded, myself, and Agent Gibson. Dante had very little to do with it besides helping with two releases and quitting shortly thereafter.

So when you decide to finish it, if ever, please... By all means, let us know!

---

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [KIRBY-098](#) on Sat, 15 Jul 2006 21:40:50 GMT

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Aircraftkiller wrote on Sat, 15 July 2006 12:50

How is that hypocrisy? Do you even know what you're saying? You're accusing me of being false in my beliefs because I'm saying that renevo is dead.

No, what I'm accusing you of is fairly simple (Which is probably why you missed it), and highly hypocritical.

Here it is champ:

Aircraftkiller wrote on Fri, 14 July 2006 16:26 DANTE MAKES A MENTAL NOTE: "TO DO: STOP MAKING PROJECTS THAT DIE IN A DAY."

Renalert died in a day? I thought not.

And since his role was so minute, I suppose that's why you had him listed as the lead programmer until recently.

More classic hypocrisy.

Anyways buddy, thanks for the laughs on encyclopedia dramatica and live journal, and for bumping our topic yet again.

Don't let ANYONE ever tell you you're useless. We love you at RENEVO.

---

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [KIRBY-098](#) on Sat, 15 Jul 2006 21:48:26 GMT

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Javaxcx wrote on Sat, 15 July 2006 10:18

You need to stop disappearing for 2+ years at a time and start posting here again. I have spoken! Let it be so.

You know I love you Java.

I just can't hang here though. 2.5 gone and I feel dirty again after only three posts.

Contrary to tardkart's earlier rhetoric, we actually do have some cool stuff coming down the pike from the minds at renevo and it needs to be properly promoted and defended, so I reregistered.

I sincerely doubt I will be a regular again with exception for D6 topics.

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Javaxcx](#) on Sun, 16 Jul 2006 03:21:42 GMT

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What I'm hearing is: I'm too fat.

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---

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Aircraftkiller](#) on Sun, 16 Jul 2006 04:56:25 GMT

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Dante didn't make APB, nice detective work there...

Quote:And since his role was so minute, I suppose that's why you had him listed as the lead programmer until recently.

It's because one of the few things ever updated was the staff page. Chris J. Fortier was listed as a 3D artist on the page for almost a year, and he only made two things. Furthermore, I don't have anything to do with APB anymore. I figured, since you're always snooping about for information, that you'd know I quit months ago in favor of pursuing a more active life outside the Internet.

---

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [DreamWraith](#) on Sun, 16 Jul 2006 06:41:09 GMT

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Lest we all forget the magnitude of contributions made by the great and mighty infallible aircraftkiller, the perfect, upstanding moral subject.

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Aircraftkiller](#) on Sun, 16 Jul 2006 09:23:07 GMT

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You mean upwards of 30 levels released for this dead game? Plus the years of work put into something that did suck, and continues to suck, but stands as the only true successful total

conversion in C&C's history to date?

mk, I guess you make sense if you discount that and a bunch of other shit I didn't feel like mentioning.

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [vloktboky](#) on Sun, 16 Jul 2006 09:43:30 GMT

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Why am I getting the impression that some of you are inventing some form of imaginary competition here? Guys, knock off this tomfoolery. Past contributions, personal successes, and egos need not apply in this topic.

If there is anyone out there who does not trust us and believes we are pulling their leg with this project or any of our other projects, then there is not much we can do about that. However, how you may feel - and what you think you may know - do not change the scope of this reality. We're still going to make C&C FarCry, C&C: The Dead 6, and any other future projects for you. I for one am fully dedicated towards entertaining you. After all, I have made it my career to do such.

I spend forty hours of the week attending classes and advancing my career. I spend another fifteen to twenty hours on average doing work that pertains to said classes. I then spend another twenty hours on average on C&C FarCry, mostly on my weekends. If that's not dedication, I don't know what is. And if you are incapable of believing me or the hard work and time I have sacrificed for this game, whose sole intention is to entertain you, then again, I can't do anything about that. But in the end, I'm still going to see to it that this game is completed and handed to you. That's what I've dedicated my life towards.

And yes, this includes you as well, Aircraftkiller. You may criticize my work, my habits, my dedication, my team, my career, and even myself. But in the end, I'll still toil deep into the night only for the hope that I can manage to entertain you, even for the slightest bit of time. If you don't want that, or if you don't like that, then I implore you: please, for just this once, let us be.

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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Crimson](#) on Sun, 16 Jul 2006 10:52:39 GMT

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That's why I've remained quiet. If past performance is indicative of future results, then we'll never see a playable game from you guys. However, if it's different now, it will be proven. Actions speak louder than words. For the community's sake, I do hope you deliver.

---

---

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [DreamWraith](#) on Sun, 16 Jul 2006 13:00:47 GMT

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If i had been referring to contributions of levels or anything of material aircraftkiller, I would not have been so foolish as to make a bold statement.

Rather I was referring to contributions of the societal and philosophical standpoint.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Mon, 17 Jul 2006 05:15:51 GMT  
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And what has "renevo" done in terms of philosophy except show that the man who thinks small and does small things will always be the man who never succeeds at anything he does? I suppose we have you all to thank for that, being your only true contribution to the Internet.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [msgtpain](#) on Mon, 17 Jul 2006 05:36:34 GMT  
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Aircraftkiller wrote on Sun, 16 July 2006 00:56 I figured, since you're always snooping about for information, that you'd know I quit months ago in favor of pursuing a more active life outside the Internet.

And when you failed at that, you came groveling back here to do what you do best... make an ass out of yourself.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Jaspah](#) on Mon, 17 Jul 2006 05:42:42 GMT  
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Remember, it's RenEvo, not renevo.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Mon, 17 Jul 2006 06:46:49 GMT  
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---

msgtpain wrote on Mon, 17 July 2006 01:36 Aircraftkiller wrote on Sun, 16 July 2006 00:56 I figured, since you're always snooping about for information, that you'd know I quit months ago in favor of pursuing a more active life outside the Internet.

And when you got home from work, got your bank deposits done, took a shower and got online... you came here to do what you do best... make an ass out of yourself.

Fixed for accuracy.

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Mon, 17 Jul 2006 07:05:24 GMT

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Quote:

1. Excessive love or admiration of oneself.
2. A psychological condition characterized by self-preoccupation, lack of empathy, and unconscious deficits in self-esteem.
3. Erotic pleasure derived from contemplation or admiration of one's own body or self, especially as a fixation on or a regression to an infantile stage of development.
4. The attribute of the human psyche characterized by admiration of oneself but within normal limits.

Didn't know that there was a word for you Aircraftkiller

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Mon, 17 Jul 2006 07:06:53 GMT

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Crimson wrote on Sun, 16 July 2006 03:52 That's why I've remained quiet. If past performance is indicative of future results, then we'll never see a playable game from you guys. However, if it's different now, it will be proven. Actions speak louder than words. For the community's sake, I do hope you deliver.

If you like Crimson, when we hold the next playtest you are free to join in.

If you have FarCry that is.

---

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Mon, 17 Jul 2006 07:13:08 GMT

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Aircraftkiller wrote on Thu, 13 July 2006 21:03 I was thinking the same about you and how your false promises and half-assed attempts at things which never get released were more detrimental to the well being of a community than one man calling you out on your bullshit.

BTW, perhaps you should better lookup things that myself and vloktboky did for this game.

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aircraftkiller](#) on Mon, 17 Jul 2006 07:21:52 GMT  
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Only a few things in that look useful at all, and it basically shows that you can make a bunch of small shit... But when it comes to anything that requires an organized effort, you fall flat on your face.

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Mon, 17 Jul 2006 07:31:10 GMT  
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Aircraftkiller wrote on Mon, 17 July 2006 00:21Only a few things in that look useful at all, and it basically shows that you can make a bunch of small shit... But when it comes to anything that requires an organized effort, you fall flat on your face.

quite right, which is why i compiled this list.

If you wish to get in a pissing contest, better drink some water beforehand next time.

Renegade  
Addition of AI to non-flying MP maps

BlazeRotate  
BlazeRegulator  
BlazeRegulator .Net

RenRem32.Net  
WinRem

Renguard Initial Help with design  
<http://www.blackhand-studios.net/> <-- my website design & code

WOL Stats Images  
WOL Ladder Mirror With Status Interaction  
WOL Server Listing Utility  
WOL Ladder Substitutue

## ServServ Replacement for Renegade

Desktop Sidebar (application) Plugin for WOL Status & Rank

Converted RenAlert from .pkg to stand-alone Game with .dat files and .mix files before the "LE Dev" edition

Extensive work with Jonwil on scripts.dll discovery, as well as creating many useful scripts inside of it (TDA\_\* scripts)

## FarCry

Server Side Mod for administration and many other items that was not in the original release of FarCry for server administration to include:

- Team Balancing

- Full voting support

- Disableable weapons

- Chat filtering

- Advertisement features

- Other enhancements and fixes to the server side components.

C&C FarCry (in work)

## Empire At War

File extraction utility with sound support

Model file previewer (released open source to community for discovery & learning)

## Crysis

The Dead 6 (in work)

## SWG

Working closely with the Emulator team to debug/test/discover new packets and help create test code for them

Creating a server administration application to manage accounts and galaxies

## Life

Getting married in 3 weeks

Promotion to Sr. .Net Developer

Working on the final touches to an application framework that will support massive patching ability



to more then 30,000 clients worldwide via web services on a server cluster of 10 IIS 6.0 hosted sites With a full MSSQL2005 backend and administration done through an asp.net 2.0 interface.

What was the last accomplishment you made Aircraftkiller, not miss the toilet when taking a leak?

---

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Viking](#) on Mon, 17 Jul 2006 07:40:35 GMT  
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Youre gettin married in 3 weeks!!]

OMFG LOL! Have fun with all the nagging and bitched wemon do!

I am never gettin married! To much trouble!

---

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Jaspah](#) on Mon, 17 Jul 2006 16:12:22 GMT  
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Owned.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Tue, 01 Aug 2006 05:22:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Crimson, could you split out, or clean up this thread to remove me and acks pissing contest? doesn't really belong here.

---

---

Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Aprime](#) on Tue, 01 Aug 2006 06:32:47 GMT  
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In about a week? I always thought you were already married after seeing that ol' picture of yours.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [vloktboky](#) on Tue, 01 Aug 2006 06:51:54 GMT  
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(With the way he acts, you'd think so too...) I said nothing; move along.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [PaRaDoX](#) on Tue, 01 Aug 2006 22:34:34 GMT  
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idjit626 wrote on Mon, 17 July 2006 03:40Youre gettin married in 3 weeks!!]

OMFG LOL! Have fun with all the nagging and bitched wemon do!

I am never gettin married! To much trouble!

you are the master of fapping good sir.

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Subject: Re: Dante and ACK pissing in the wind  
Posted by [JohnDoe](#) on Tue, 01 Aug 2006 23:29:10 GMT  
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Paradox dreams of fapping me!

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Berkut](#) on Wed, 02 Aug 2006 02:22:42 GMT  
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Dante wrote on Tue, 01 August 2006 00:22Crimson, could you split out, or clean up this thread to remove me and acks pissing contest? doesn't really belong here.

Um... did she change the title of this thread?

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Subject: Re: Dante and ACK pissing in the wind  
Posted by [PaRaDoX](#) on Wed, 02 Aug 2006 04:25:50 GMT  
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JohnDoe wrote on Tue, 01 August 2006 19:29Paradox dreams of fapping me!  
You are one sick cookie.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Crimson](#) on Wed, 02 Aug 2006 07:34:53 GMT

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Berkut wrote on Tue, 01 August 2006 19:22Dante wrote on Tue, 01 August 2006 00:22Crimson, could you split out, or clean up this thread to remove me and acks pissing contest? doesn't really belong here.

Um... did she change the title of this thread?

Yes, this is the new thread.

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Subject: Re: Dante and ACK pissing in the wind  
Posted by [JohnDoe](#) on Wed, 02 Aug 2006 08:42:56 GMT

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PaRaDoX wrote on Wed, 02 August 2006 00:25JohnDoe wrote on Tue, 01 August 2006 19:29Paradox dreams of fapping me!  
You are one sick cookie.

At least I'm not bumb as a pot!!!

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Subject: Re: Dante and ACK pissing in the wind  
Posted by [Tiesto](#) on Wed, 02 Aug 2006 21:29:29 GMT

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Pissing in the wind is NOT good.

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Subject: Re: C&C FarCry Update - Playtest went though  
Posted by [Berkut](#) on Thu, 03 Aug 2006 21:08:20 GMT

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Crimson wrote on Wed, 02 August 2006 09:34Berkut wrote on Tue, 01 August 2006 19:22  
Um... did she change the title of this thread?

Yes, this is the new thread.

Oh. I like it!

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Subject: Re: Dante and ACK pissing in the wind  
Posted by [Corpgus](#) on Thu, 10 Aug 2006 16:15:20 GMT

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.....

What the Fuck?

Ack- Give them space and time dont let them use you as an excuse. When the game comes out in complete suckage you can just laugh and say told ya so.

RENFCSTAFF- This better be good from all thet ime i wasted reading the thread and all the good laughs you've given me.

I give you the Humor award.

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Subject: Re: Dante and ACK pissing in the wind  
Posted by [jnz](#) on Fri, 11 Aug 2006 14:15:57 GMT  
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JohnDoe wrote on Wed, 02 August 2006 09:42PaRaDoX wrote on Wed, 02 August 2006 00:25JohnDoe wrote on Tue, 01 August 2006 19:29Paradox dreams of fapping me!  
You are one sick cookie.

At least I'm not bumb as a pot!!!

lol at least there is still humor...

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