
Subject: This place is dead
Posted by [Aircraftkiller](#) on Fri, 18 Feb 2011 18:02:31 GMT
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Stop being dead.

Oh, and: HOLY SHIT!

I'm here!

Isn't that something? Maybe? Sorta?

What's good, people?

Subject: Re: This place is dead
Posted by [Caveman](#) on Fri, 18 Feb 2011 18:24:57 GMT
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oshi!

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Fri, 18 Feb 2011 18:27:48 GMT
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You didn't even type your signature. You stole that from that thing that I did which pissed off that one guy. Fuck.. What was his name again? Zeratul or some shit like that?

I can't believe I've had an account here since 2003 - eight years ago.

Subject: Re: This place is dead
Posted by [Herr Surth](#) on Fri, 18 Feb 2011 18:33:47 GMT
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"post sarcastically asking whether ACK wants to scam some more money out of people, referring to the starving cats post"

"post using the BIG JACKAS template to ask ACK why he made this thread"

/slit wrists

Subject: Re: This place is dead
Posted by [Prulez](#) on Fri, 18 Feb 2011 18:43:20 GMT
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For everyone's information: <http://encyclopediadramatica.com/Aircraftkiller>

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Fri, 18 Feb 2011 18:46:09 GMT
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Cool. I edited that thing anyhow, and added most of those photos to it. Figured I might as well have fun with it!

That said, what's going on here? Anything different, new, exciting?

Subject: Re: This place is dead
Posted by [Altzan](#) on Fri, 18 Feb 2011 21:14:26 GMT
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Seems same old same old to me.

But I haven't been here near as long.

Pretty much all we got going is lots of drama.

Subject: Re: This place is dead
Posted by [Goztow](#) on Fri, 18 Feb 2011 21:20:07 GMT
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'lo ACK. Sup?

Subject: Re: This place is dead
Posted by [Creed3020](#) on Fri, 18 Feb 2011 21:40:53 GMT
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Everything has to die at one point or another.

Hi ACK

Subject: Re: This place is dead

Posted by [JohnDoe](#) on Fri, 18 Feb 2011 22:30:17 GMT

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Aircraftkiller wrote on Fri, 18 February 2011 11:46Cool. I edited that thing anyhow, and added most of those photos to it. Figured I might as well have fun with it!

That said, what's going on here? Anything different, new, exciting?

uninteresting topics by people who are genuinely dumb, but aren't really unique or interesting enough to have a laugh at...renardin is still posting about a bad mod, a group of insufferable autists are still playing your semi-bad mod in a half-empty server, someone made a renegade mod for UE3, which apparently looks good and plays bad...these tiberian people are working on a patch that makes it hard to cheat and then had a leak, which means it's coming in 2015, not 2013

absolutely hilarious image macros count as drama these days, so basically, get out

Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Fri, 18 Feb 2011 22:50:52 GMT

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I figured I'd come back for a bit. Not sure if I'll stay. It isn't that I don't want to, more like I just end up forgetting. Between work, graduation, marriage, etc, life is pretty busy - places like this get forgotten easily, and I hate that. Part of me was left here.

I went back over some of my old posts and saw how immature and ridiculous they were. Fighting to keep some kind of "supremacy" over a video game mod community, as if anyone hiring me would think that was a positive attribute. Going to art college was probably the best decision I've made in a long time; I'm quite a bit more "mature" now than I was eight years ago, or even as late as 2006.

It's good to see some of you are still around. I figured some people will still go LOLLOL STARVING CATS LOOOOLZ UR A FAG or some dumb shit like that. Thanks for not disappointing!

As for me, I'm a few weeks away from graduating with my BFA in game design. Moving back to Orlando, getting on with life. The usual - nothing special.

John: If you hate it here, why are you still around? You pique my curiosity.

Subject: Re: This place is dead

Posted by [Omar007](#) on Fri, 18 Feb 2011 23:30:49 GMT

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Is it just me or are old people/players coming back lately?

Welcome back I think.

Subject: Re: This place is dead
Posted by [danpaul88](#) on Fri, 18 Feb 2011 23:37:11 GMT
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Hey ACK, long time no see... you probably don't remember me, back in the days when you were active on the forums and making maps etc I tended to just lurk and didn't post very often. Nice to see an old face returning. What made you decide to pop in?

Do you realise you still have the fourth highest post count of anyone registered on these forums, despite being away for so long? Looks like you were a bit of a spammer back in the day lol!

Subject: Re: This place is dead
Posted by [Nightma12](#) on Fri, 18 Feb 2011 23:41:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 18 February 2011 15:50 I figured I'd come back for a bit. Not sure if I'll stay. It isn't that I don't want to, more like I just end up forgetting. Between work, graduation, marriage, etc, life is pretty busy - places like this get forgotten easily, and I hate that. Part of me was left here.

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John: If you hate it here, why are you still around? You pique my curiosity.

LOLOLOL STARVING CATS LOOOOLZ UR A FAG

Sorry - i could resist

Subject: Re: This place is dead
Posted by [Caveman](#) on Fri, 18 Feb 2011 23:52:24 GMT
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tbh Glacier is actually the best map. Like seriously.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 00:52:11 GMT
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In the history of bad maps, sure!

Dan, I remember your name. Not much else. I have a very odd memory for things like that. And yeah, I posted a lot - it was fun. Sort of. I definitely don't miss hammering on people, kind of got old after a while. Especially since I'm nothing like that gigantic dick you recall, in person, so it's like... Why bother?

Subject: Re: This place is dead
Posted by [Hypnos](#) on Sat, 19 Feb 2011 00:53:08 GMT
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Caveman wrote on Fri, 18 February 2011 23:52tbh Glacier is actually the best map. Like seriously.

I hate it.

Welcome back.

Subject: Re: This place is dead
Posted by [nope.avi](#) on Sat, 19 Feb 2011 01:09:35 GMT
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Whatever was up with glacier killing people's fps?

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 01:17:20 GMT
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I'm not entirely sure. Probably had a lot to do with not setting up visibility for it.

Subject: Re: This place is dead
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 19 Feb 2011 01:45:46 GMT
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Aircraftkiller wrote on Fri, 18 February 2011 13:02Oh, and: HOLY SHIT!

I'm here!

Subject: Re: This place is dead
Posted by [halo2pac](#) on Sat, 19 Feb 2011 04:00:39 GMT
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Yay your here! Now get back to making rene-maps!
GWHAAAAH.

Just kidding.

HI.

Subject: Re: This place is dead
Posted by [snpr1101](#) on Sat, 19 Feb 2011 04:04:42 GMT
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Is it actually true that you lied about having no money to look after starving cats and accepted money?

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 04:10:53 GMT
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You didn't know? It was all part of my master plan to have everyone hate me more than they already did. My ex didn't have me stuck in her house giving all of my money to her mom to take care of bills. I just made that up. And my computer? I had a top of the line system, so the donations were just a scam. As far as cats? I hate cats, man. I wouldn't want them!

No, whoever told you it was a lie enjoys trying to make me look bad. Long story short, I hated living in Indiana. I hated what I had to do - give away all of my paycheck to her mom to take care of bills that they didn't seem to know how to pay - and I was happy that my father came to get me out of that shit carnival. I came close to living on the street because of her. My two cats meant a lot to me and I didn't want them to suffer and starve, being stuck in a garage for months. Being that they had troubles paying regular bills, food wasn't something that we simply "gave" to animals. I ended up giving them half of what I would eat, just so I could sleep and not worry about them possibly dying of hunger.

Regardless, it was six years ago. I have no reason to lie about it. It wasn't fun. It sucked ass. I did things I didn't want to do (who really enjoys begging for money?) and got people to hate me in perpetuity for it, since the truth from me was obviously faked.

Subject: Re: This place is dead
Posted by [z310](#) on Sat, 19 Feb 2011 05:20:03 GMT
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D:

Subject: Re: This place is dead
Posted by [slosha](#) on Sat, 19 Feb 2011 09:08:04 GMT
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attention whore

Subject: Re: This place is dead
Posted by [kill](#) on Sat, 19 Feb 2011 09:11:03 GMT
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Omar007 wrote on Fri, 18 February 2011 16:30Is it just me or are old people/players coming back lately?

Welcome back I think.

if that were the case we'd probably be seeing scrin come back as well lol

Subject: Re: This place is dead
Posted by [snpr1101](#) on Sat, 19 Feb 2011 09:24:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Sat, 19 February 2011 02:11Omar007 wrote on Fri, 18 February 2011 16:30Is it just me or are old people/players coming back lately?

Welcome back I think.

if that were the case we'd probably be seeing scrin come back as well lol

yea lololololololololololollllllllooooooooooooloolomgomg

Subject: Re: This place is dead
Posted by [JohnDoe](#) on Sat, 19 Feb 2011 09:37:12 GMT
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Aircraftkiller wrote on Fri, 18 February 2011 15:50John: If you hate it here, why are you still around? You pique my curiosity.

Aircraftkiller wrote on Fri, 18 February 2011 15:50I figured I'd come back for a bit. Not sure if I'll stay. It isn't that I don't want to, more like I just end up forgetting. Between work, graduation, marriage, etc, life is pretty busy - places like this get forgotten easily, and I hate that. Part of me was left here.

While I never cared about the people here, this is basically all that's left of the game I played for almost 5 years ever since clanwars died...and I might actually start playing through bootcamp if that TT patch were released.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 09:37:15 GMT
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kill wrote on Sat, 19 February 2011 04:11Omar007 wrote on Fri, 18 February 2011 16:30Is it just me or are old people/players coming back lately?

Welcome back I think.

if that were the case we'd probably be seeing scrin come back as well lol

I have no idea who that is.

Subject: Re: This place is dead
Posted by [Crimson](#) on Sat, 19 Feb 2011 09:42:37 GMT
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Sup.

Subject: Re: This place is dead
Posted by [FalconxI](#) on Sat, 19 Feb 2011 09:51:59 GMT
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Aircraftkiller wrote on Sat, 19 February 2011 02:37
I have no idea who that is.

My guess, he's someone who showed up between the time you left and now, although in all the years I've been lurking I never really bothered to get to know the new generation who moved in.

Subject: Re: This place is dead
Posted by [reborn](#) on Sat, 19 Feb 2011 11:20:07 GMT
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Aircraftkiller wrote on Fri, 18 February 2011 17:50I went back over some of my old posts and saw how immature and ridiculous they were.

I am curious, do you regret some of the content of those posts, or do you still believe in what you posted, but simply wished you kept it more to yourself?

Subject: Re: This place is dead
Posted by [Caveman](#) on Sat, 19 Feb 2011 12:09:07 GMT
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Caveman wrote on Fri, 18 February 2011 23:52tbh Glacier is actually the best map. Like

seriously.

No I swear. Glacier is actually the best map. It has its flaws but its the best map.

Subject: Re: This place is dead

Posted by [GEORGE ZIMMER](#) on Sat, 19 Feb 2011 14:32:16 GMT

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NO

YOU'RE DEAD

FAGGOT

also, do you do mapping work for any other games these days? I honestly liked a good portion of your maps you made for Renegade; sadly there aren't many that match their quality.

Subject: Re: This place is dead

Posted by [zeratul](#) on Sat, 19 Feb 2011 17:22:51 GMT

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Caveman wrote on Sat, 19 February 2011 06:09Caveman wrote on Fri, 18 February 2011 23:52tbh Glacier is actually the best map. Like seriously.

No I swear. Glacier is actually the best map. It has its flaws but its the best map.

Glacier is no doubt the best map in the game though i do enjoy all the other normal maps as well

Subject: Re: This place is dead

Posted by [renalpha](#) on Sat, 19 Feb 2011 18:37:01 GMT

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Nightma12 wrote on Sat, 19 February 2011 00:41
LOLOLOL STARVING CATS LOOOOLZ UR A FAG

Sorry - i could resist

haha made me laugh too. So ACK, i have read your resume. Are you working for a company now or so creating 3d models etc? How is your life doing after graduation from the design school? Im thinking about doing the same, well for a bit. I now study Commercial Economics but i just found out its not something i actually really like so im about to change schools.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 20:40:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Falconxl wrote on Sat, 19 February 2011 04:51 Aircraftkiller wrote on Sat, 19 February 2011 02:37
I have no idea who that is.

My guess, he's someone who showed up between the time you left and now, although in all the years I've been lurking I never really bothered to get to know the new generation who moved in.

It's funny, I was thinking about you the other day and wondered where you might have ended up. What's up man? Us beta testers are a dying breed.

Crim! We talk on FB and shit, but it's still cool knowing you lurk around here.

Reborn: I thought it was obvious when I said that my old posts were immature and ridiculous. I tried making it clear that I'm not proud of them. Few things I said back then were worth the time I took to post. Not sure what else you want from me - I'm not particularly interested in confessing my sins to the church. Shit happens. I can't change the past. I can only deal with the present.

George: I forgot what name you went under in IRC but I do remember you - I do actually work on UDK at the moment. I just finished a rather large project that I've been doing (off and on) since 2009.

<http://vimeo.com/20049809>

I thought Vimeo would be better than YouTube. I was wrong. It destroyed my game trailer's framerate and made it choppy in places. If I get time I'll re-upload that somewhere else, so it's a consistent 30 FPS. And yes, I did make everything in that trailer... Except the music. You can thank The Forerunners for that. Those guys are amazing!

Renalpha: I'm not working - yet. I graduate in late March. Looking to work for EA Tiburon in Maitland outside of Orlando. They've been putting feelers out for the graduates in Tampa, and EA's a pretty slick deal now... Totally unlike what it used to be back in the EA_Spouse days. If you don't know what I mean:

http://en.wikipedia.org/wiki/EA_Spouse

I'd really suggest studying what makes you happy. I knew from the time I started mucking around with the Flight Sim 5 scenery designer that I wanted to create environments and make levels. I really enjoy bringing my ideas to life. You should definitely do what you'll enjoy... Working a shitty job because you didn't take a leap and try for what you wanted can end up making a lot of your life suck.

Subject: Re: This place is dead

Posted by [JohnDoe](#) on Sat, 19 Feb 2011 22:18:43 GMT

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please keep in mind that renalpha is at least 1/4 crustacean and 1/2 orange before giving him the "chase your dreams" speech

AK, not ACK (important distinction) probably regrets getting into petty internet beef more than most of us because he was high profile enough for the super hilarious crowd to write an ED article

Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 23:05:53 GMT

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It isn't that funny - I've seen much better ones on that site. It's just a hyper-inflated opinion piece from everyone I ever pissed off in this community.

Subject: Re: This place is dead

Posted by [Crimson](#) on Sat, 19 Feb 2011 23:07:40 GMT

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Aircraftkiller wrote on Sat, 19 February 2011 13:40Crim! We talk on FB and shit, but it's still cool knowing you lurk around here.

I don't have much choice since I'm still hosting the mother fuckers.

Subject: Re: This place is dead

Posted by [snpr1101](#) on Sat, 19 Feb 2011 23:07:56 GMT

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Aircraftkiller wrote on Sat, 19 February 2011 16:05It isn't that funny - I've seen much better ones on that site. It's just a hyper-inflated opinion piece from everyone I ever pissed off in this community.

I dare say he was being sarcastic.

Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 23:53:21 GMT

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I'm aware, don't worry.

Crim: Forever!

Subject: Re: This place is dead
Posted by [Herr Surth](#) on Sun, 20 Feb 2011 00:11:32 GMT
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JohnDoe wrote on Sat, 19 February 2011 15:18 please keep in mind that renalpa is at least 1/4 crustacean and 1/2 orange before giving him the "chase your dreams" speech

oh i love you

Subject: Re: This place is dead
Posted by [renalpa](#) on Sun, 20 Feb 2011 01:14:02 GMT
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JohnDoe wrote on Sat, 19 February 2011 23:18 please keep in mind that renalpa is at least 1/4 crustacean and 1/2 orange before giving him the "chase your dreams" speech

AK, not ACK (important distinction) probably regrets getting into petty internet beef more than most of us because he was high profile enough for the super hilarious crowd to write an ED article im a white boi, sexyier then you jelos meh!!1one!11! u ugly

Subject: Re: This place is dead
Posted by [JeepRubi](#) on Sun, 20 Feb 2011 03:11:34 GMT
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OMG NOW IM BAKKK!!!!

I HATE CATS TOO AND I STOLE THINGS AND DECEIVED PEOPLE AND IM AN ATTENTION WHORE!

ACKATTACK!!!!

Subject: Re: This place is dead
Posted by [JeepRubi](#) on Sun, 20 Feb 2011 03:18:54 GMT
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BTW:

woooot!

Subject: Re: This place is dead
Posted by [liquidv2](#) on Sun, 20 Feb 2011 07:43:16 GMT
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kill wrote on Sat, 19 February 2011 03:11 if that were the case we'd probably be seeing scrin come back as well lol

JohnDoe wrote on Sat, 19 February 2011 16:18 please keep in mind that renalpha is at least 1/4 crustacean and 1/2 orange
anyone else piece the two together and realize scrin obviously skinned renalpha

Subject: Re: This place is dead
Posted by [Falconx1](#) on Sun, 20 Feb 2011 08:00:46 GMT
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Aircraftkiller wrote on Sat, 19 February 2011 13:40
It's funny, I was thinking about you the other day and wondered where you might have ended up. What's up man? Us beta testers are a dying breed.

I never really left I still keep an eye on things from the shadows popping in every now and again, although work limits the time I have to play and usually no one else is on when I can play.

Subject: Re: This place is dead
Posted by [Goztow](#) on Sun, 20 Feb 2011 08:18:25 GMT
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renalpha wrote on Sun, 20 February 2011 02:14 JohnDoe wrote on Sat, 19 February 2011 23:18 please keep in mind that renalpha is at least 1/4 crustacean and 1/2 orange before giving him the "chase your dreams" speech

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Lacks bloom, tth.

ACK, it took me ages to get past that post count of yours. I'm glad a worthy competitor is coming back!

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sun, 20 Feb 2011 09:33:14 GMT
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Falconxl wrote on Sun, 20 February 2011 03:00Aircraftkiller wrote on Sat, 19 February 2011 13:40

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You should add me on Facebook, Falcon. <http://www.facebook.com/jholmes4>

Would love to keep in touch outside of the game/forums.

Goz: Go outside. There are more important things in life than post counts.

Subject: Re: This place is dead
Posted by [Herr Surth](#) on Sun, 20 Feb 2011 10:36:53 GMT
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Aircraftkiller wrote on Sun, 20 February 2011 02:33

Goz: Go outside. There are more important things in life than post counts.
WHAT

Subject: Re: This place is dead
Posted by [reborn](#) on Sun, 20 Feb 2011 12:34:54 GMT
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Aircraftkiller wrote on Sat, 19 February 2011 15:40

Reborn: I thought it was obvious when I said that my old posts were immature and ridiculous. I tried making it clear that I'm not proud of them. Few things I said back then were worth the time I took to post. Not sure what else you want from me - I'm not particularly interested in confessing my sins to the church. Shit happens. I can't change the past. I can only deal with the present.

I'm not after a confession or for you to recount all the things you are now not proud of. I was just curious if you still felt the same way, but preferred to keep it to yourself or not. It is now quite clear, thank you.

Theoretical question:

It's been a long time since you released a map for renegade that I am aware of. However, it's fair to say that you would be considered for the title of best all time renegade map maker (if there ever was such a title).

You moved on a long time ago and likely have other commitments.

However, if EA agreed to allow Olaf to make a fan-made map release over their patch server, would you consider making one last map?

Subject: Re: This place is dead

Posted by [GEORGE ZIMMER](#) on Sun, 20 Feb 2011 13:15:20 GMT

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George: I forgot what name you went under in IRC but I do remember you - I do actually work on UDK at the moment. I just finished a rather large project that I've been doing (off and on) since 2009.

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Pretty impressive environment modeling- though the female model you made looks a little derpy, and the animation's a little stiff... but considering you made it all yourself, not bad at all.

Also, I used to go under Cabal8616. I still do here and there, but mostly different names in different communities now.

Good to see you still do 3d modeling, though. It'd be a shame if you just up and quit working at it.

Subject: Re: This place is dead

Posted by [Goztow](#) on Sun, 20 Feb 2011 13:32:44 GMT

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Post count is vital! Now where's my sarcasm smiley?

Subject: Re: This place is dead

Posted by [JohnDoe](#) on Sun, 20 Feb 2011 16:15:58 GMT

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were most of your maps westwood leftovers or original work? i liked the one that had some kind of

airfield bug and never made the corepatch...was definitely better than field_ts and that dumb huge map the idiots included in cp2

Subject: Re: This place is dead
Posted by [JohnDoe](#) on Sun, 20 Feb 2011 16:16:47 GMT
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oh and regular glacier is a good map, the flying one is bad

Subject: Re: This place is dead
Posted by [JohnDoe](#) on Sun, 20 Feb 2011 16:22:19 GMT
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now i want to play renegade. why is this happening? mods? clear this issue please.

Subject: Re: This place is dead
Posted by [Nightma12](#) on Sun, 20 Feb 2011 17:18:00 GMT
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reborn wrote on Sun, 20 February 2011 05:34Aircraftkiller wrote on Sat, 19 February 2011 15:40
Reborn: I thought it was obvious when I said that my old posts were immature and ridiculous. I tried making it clear that I'm not proud of them. Few things I said back then were worth the time I took to post. Not sure what else you want from me - I'm not particularly interested in confessing my sins to the church. Shit happens. I can't change the past. I can only deal with the present.

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You moved on a long time ago and likely have other commitments.

However, if EA agreed to allow Olaf to make a fan-made map release over their patch server, would you consider making one last map?

That, would be epic!

Subject: Re: This place is dead

Posted by [Generalcamo](#) on Sun, 20 Feb 2011 18:13:07 GMT

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Hi there aircraft killer. I saw your work on the APB forums. I was looking through game updates. You did a lot of work back then.

And welcome back. I see you have moved from APB IRC to the forums. Are you going to make anymore maps?

Subject: Re: This place is dead

Posted by [R315r4z0r](#) on Sun, 20 Feb 2011 19:17:08 GMT

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Bitches be trippin' all up in this grill.

Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Sun, 20 Feb 2011 21:45:43 GMT

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reborn wrote on Sun, 20 February 2011 07:34 Aircraftkiller wrote on Sat, 19 February 2011 15:40
Reborn: I thought it was obvious when I said that my old posts were immature and ridiculous. I tried making it clear that I'm not proud of them. Few things I said back then were worth the time I took to post. Not sure what else you want from me - I'm not particularly interested in confessing my sins to the church. Shit happens. I can't change the past. I can only deal with the present.

I'm not after a confession or for you to recount all the things you are now not proud of. I was just curious if you still felt the same way, but preferred to keep it to yourself or not. It is now quite clear, thank you.

Theoretical question:

It's been a long time since you released a map for renegade that I am aware of. However, it's fair to say that you would be considered for the title of best all time renegade map maker (if there ever was such a title).

You moved on a long time ago and likely have other commitments.

However, if EA agreed to allow Olaf to make a fan-made map release over their patch server, would you consider making one last map?

You say that like it's a certainty. I wouldn't mind doing something, though I vastly prefer UDK and the ability to make environments look real with actual lighting, versus the half-assed vertex lighting that we're all accustomed to in Renegade.

George: I like how she looks! Something went awry in the arm bones when I was working on her - tried to cover it up with fancy camera work and effects. Not sure why her arms didn't make a proper elbow, that probably adds to it. Either way, I think she came out pretty good. I'm not a

character modeler by trade!

John: Most of my work was original. Maybe 10 to 15% of it was sourced from WS.

As for everyone else, I don't plan to make any more levels right now. Unless Olaf manages to get EA to do something, of course. That's a long shot, though. Who knows?

Subject: Re: This place is dead
Posted by [Spoony](#) on Sun, 20 Feb 2011 22:16:06 GMT
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if you fancy a reneproject, how about fixing the bugs on glacierfly?

FPS bug is the most pressing issue, plus some other stuff like the prox mine bug, "leaving the map", dead buildings not looking dead.

also, if making it balanced between Nod and GDI is at all worthwhile, don't let tanks hit the air/ref from the bridge.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sun, 20 Feb 2011 22:39:23 GMT
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I would have no idea of how to balance a level for a game I stopped playing five years ago.

Subject: Re: This place is dead
Posted by [renalpha](#) on Sun, 20 Feb 2011 22:48:12 GMT
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Olaf can't do nothing as far as i am aware off. I don't think he manages the patcher. Or is this untrue?

Subject: Re: This place is dead
Posted by [Spoony](#) on Sun, 20 Feb 2011 22:55:13 GMT
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Aircraftkiller wrote on Sun, 20 February 2011 15:39 I would have no idea of how to balance a level for a game I stopped playing five years ago.
apart from the bugs, the only balance issue is the bridge. GDI shouldn't be able to hit buildings with tanks on the bridge.

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 03:23:26 GMT
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Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Mon, 21 Feb 2011 03:29:18 GMT
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Yeah... Whoever that is.

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 03:31:43 GMT
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Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Mon, 21 Feb 2011 03:45:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah. I've never heard of him before.

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 03:53:59 GMT
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Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Mon, 21 Feb 2011 04:01:18 GMT
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That's neat. What does it have to do with anything we're discussing here? You would be better served making a different thread to discuss this guy.

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 04:07:36 GMT

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Subject: Re: This place is dead
Posted by [GEORGE ZIMMER](#) on Mon, 21 Feb 2011 04:45:47 GMT
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C4smoke is hilarious

<http://www.youtube.com/watch?v=KhBz7I5E6VQ>

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 05:10:31 GMT
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Subject: Re: This place is dead
Posted by [liquidv2](#) on Mon, 21 Feb 2011 05:26:23 GMT
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his video was so inspirational that we made a spoof of it

<http://www.youtube.com/watch?v=HXEKgtnQMTw>

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 05:34:57 GMT
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Subject: Re: This place is dead
Posted by [JohnDoe](#) on Mon, 21 Feb 2011 12:19:59 GMT
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middle-aged man cruising for gay kids...I hope his facebook friends know

Subject: Re: This place is dead

Posted by ~ on Mon, 21 Feb 2011 13:30:11 GMT

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Subject: Re: This place is dead

Posted by [Taz](#) on Mon, 21 Feb 2011 17:45:03 GMT

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UDK? You should check out Renegade-x as they're attempting to recreate renegade on UDK... and they doing a pretty good job at it.

Subject: Re: This place is dead

Posted by [Speedy059](#) on Mon, 21 Feb 2011 18:31:02 GMT

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Taz wrote on Mon, 21 February 2011 12:45UDK? You should check out Renegade-x as they're attempting to recreate renegade on UDK... and they doing a pretty good job at it.

Be nice if ACK would join up with RenX and convert some of his old Renegade maps over to UDK.

Subject: Re: This place is dead

Posted by [R315r4z0r](#) on Mon, 21 Feb 2011 19:44:41 GMT

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liquidv2 wrote on Mon, 21 February 2011 00:26his video was so inspirational that we made a spoof of it

<http://www.youtube.com/watch?v=HXEKgtnQMTw>

I remember watching this video a while ago. I never realized it was a spoof of anything that C4smoke did.

It is now suddenly funny.

Subject: Re: This place is dead

Posted by ~ on Mon, 21 Feb 2011 21:46:25 GMT

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Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Mon, 21 Feb 2011 23:04:22 GMT
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I don't like the direction Ren-X is taking. If I were to work on something like that, it would have to take the original design aesthetics of the first Command & Conquer; right now they're designing Renegade again. I've already played it - I'm not terribly interested in playing it again on a new engine. If I could get that "world at war" feel from C&C95 again, I would totally go for it.

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 23:22:48 GMT
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Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Mon, 21 Feb 2011 23:36:37 GMT
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Aircraftkiller wrote on Mon, 21 February 2011 18:04I don't like the direction Ren-X is taking. If I were to work on something like that, it would have to take the original design aesthetics of the first Command & Conquer; right now they're designing Renegade again. I've already played it - I'm not terribly interested in playing it again on a new engine. If I could get that "world at war" feel from C&C95 again, I would totally go for it.

They are actually doing that. In fact they have said a number of times that they aren't trying to carbon copy Renegade. Especially design wise.

However it's their first goal to make Renegade on a modern engine and then expand from there. In order to do that, they can't stray too far from what Renegade is designed as. For example, they can't make the artillery have arching shells or anything like that.

There are some changes being made however. One notable one is with the air transports. In Renegade they were just a flying target. In Renegade X, passengers can control side mounted guns to help defend it from harm.

Subject: Re: This place is dead
Posted by ~ on Mon, 21 Feb 2011 23:40:12 GMT
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Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Tue, 22 Feb 2011 03:33:11 GMT

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Yeah... That's the issue. It's still Renegade, even if there are some minor differences and a graphics overhaul. It would play functionally the same. They're not really taking any risks. They're doing good work, but it's just not something I feel passionate about helping. I'd get bored pretty fast.

If they ever change their minds and go for a C&C95 design style, I would jump on it in a heartbeat.

Subject: Re: This place is dead

Posted by [bmr_71](#) on Tue, 22 Feb 2011 04:51:19 GMT

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Hi ack how many dresses do u own now lol

Subject: Re: This place is dead

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 22 Feb 2011 07:10:40 GMT

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The current Unreal Tournament 3 version of Renegade X is pretty much a direct remake on UE3 with a few small gameplay changes (MRLS have rotatable turrets, rifles on both teams damage the same, custom point system, etc.) There`s a graphic overhaul, a physics engine, better support for custom maps and mutators, and new features here and there, but overall, it is Renegade.

But the UDK version of the game will be a lot less of a remake and more of an expansion. There is a lot that we have said, and a lot that we have yet to say, which will come to fruition in time. It won`t be a Tiberian Dawn FPS, even though that is something I`d like to see one day, but the UDK version will depart from C&C Renegade in a number of ways that we hope to speak more about later.

Subject: Re: This place is dead

Posted by [JohnDoe](#) on Tue, 22 Feb 2011 10:32:37 GMT

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Pretty sure he means the grittier based-on-reality look of C&C (vehicles mostly based on existing stuff, destroyed towns in the landscape, etc.) instead of the sci-fi cartoonish look of Renegade.

At least that's where he was going with Renalert...do you still have any kind of connection to them? Lord knows why they haven't moved to UDK a long time ago, but then again they're now lead by a pedophile.

Subject: Re: This place is dead
Posted by [reborn](#) on Tue, 22 Feb 2011 11:32:21 GMT
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JohnDoe wrote on Tue, 22 February 2011 05:32led by a pedophile.

What?

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Tue, 22 Feb 2011 15:33:12 GMT
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I'm just not impressed by Renegade-looking stuff anymore.. Even if it's in UDK. It doesn't feel like war. John was right (Not so sure on the "pedophile" part) in the sense that C&C95 had a much grittier atmosphere, and it felt like you were taking part in a large scale war instead of some B-level poor man's sci-fi. Renegade's mistake was deviating from the original game to the point where it was barely recognizable. You guys took crappy models and made them look quite a bit better, but they're still based on the same crappy looking game. The whole thing about polishing a turd still applies.

It's not really the work you're doing - for the goals you've set I think you've done a pretty good job. On that note, I had started building the C&C95 structures a few years ago and might get back into finishing all of them just to see what they'd look like in UDK. I imagine they'd translate very well, considering the original building designs were pretty innovative and had "atmosphere" to them.

Subject: Re: This place is dead
Posted by [GEORGE ZIMMER](#) on Tue, 22 Feb 2011 16:01:41 GMT
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That'd kick ass- I'd love to see a more direct translation of C&C95 to 3D.

Subject: Re: This place is dead
Posted by [Altzan](#) on Tue, 22 Feb 2011 18:34:35 GMT
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Aircraftkiller wrote on Tue, 22 February 2011 08:33Renegade's mistake was deviating from the original game to the point where it was barely recognizable.

Exactly this. Too many things were changed and it's practically a different game (minus FPS elements naturally).

GEORGE ZIMMER wrote on Tue, 22 February 2011 09:01That'd kick ass- I'd love to see a more direct translation of C&C95 to 3D.

Same.

Subject: Re: This place is dead
Posted by [Taz](#) on Tue, 22 Feb 2011 19:18:49 GMT
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reborn wrote on Tue, 22 February 2011 04:32JohnDoe wrote on Tue, 22 February 2011 05:32led by a pedophile.

What?

LOL.

But true sadly.

Subject: Re: This place is dead
Posted by [Generalcamo](#) on Tue, 22 Feb 2011 22:08:40 GMT
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If Renegade X would adopt some features of Beta Renegade, it would look better.

Beta Renegade was a LOT different, in a better way. Orcas had a realistic opening hatch. Most Units were modeled after FMVs in TD. Havoc was a gritty commando, named Logan, who is seen in the tutorial. Many aspects were different, such as grenadiers and flamers and Chemmers exploding on death. I mean the whole game was more realistic. And EA killed it.

Subject: Re: This place is dead
Posted by [JohnDoe](#) on Wed, 23 Feb 2011 17:23:06 GMT
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pretty sure westwood being bad at making games killed westwood and renegade...we're talking about a company that made 2 good games and lots of mediocre ones which lived off ridiculous hype (dune 2, while revolutionary, is a bad game, same with warcraft)

cnc95 is the only c&c game that's easy to turn into an fps while keeping things simple. common modern day technology with a few lasers, ion cannons and cloaking devices. there's nothing really tricky to it, the bits and pieces are already in most successful fps.

Subject: Re: This place is dead
Posted by [Pyr0man1c](#) on Wed, 23 Feb 2011 18:05:45 GMT

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JohnDoe wrote on Wed, 23 February 2011 10:23pretty sure westwood being bad at making games killed westwood and renegade...we're talking about a company that made 2 good games Which ones are good?

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Wed, 23 Feb 2011 18:38:11 GMT
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I loved Dune II. I still play it occasionally. I wouldn't say most of their games were bad - I'd say that their non-RTS games were generally bad, or at least didn't gain any kind of popular following. And don't say Renegade. This isn't a popular following - it's a cult.

I'm not sure when I'd get time to start working on those buildings. I'm already doing another UDK project, a warehouse with freight train access. Modeling a freight engine is pretty interesting... But to the point, this is sort of the style I was going for when I first started doing the buildings:

<http://aircraftkiller.deviantart.com/art/EVA-Access-GDI-Power-Plant-49918627>

It's almost identical to the original design: <http://www.cncnz.com/games/cnc/gallery/bld2.php>

Granted, some of those buildings are pretty horrible looking. I personally believe that it's possible to update the look of them without making them look like a total departure from the design aesthetics.

Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Thu, 24 Feb 2011 05:30:12 GMT
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Tbh, Westwood was doing terrible just around the time they were dissolved.

If I was in EA's shoes at the time, I would have axed Westwood as well. They were on a roll with creating games that were monumental failures including one MMO that had an extremely high development cost that utterly failed to catch on.

Watch this video series on the fall of Westwood and the handling of C&C:

Part 1

<http://www.youtube.com/watch?v=mDjdkpV3Cyw&list=SL>

Part 2

http://www.youtube.com/watch?v=63RIFXpPG_4&list=SL

Part 3

http://www.youtube.com/watch?v=naGvOxV_FM0&list=SL

Part 4

<http://www.youtube.com/watch?v=S9XCIV3WtO8&list=SL>

Part 5

<http://www.youtube.com/watch?v=PFNfdvZwDtY&list=SL>

Subject: Re: This place is dead

Posted by [renalpha](#) on Thu, 24 Feb 2011 07:30:40 GMT

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Aircraftkiller wrote on Sat, 19 February 2011 05:10 You didn't know? It was all part of my master plan to have everyone hate me more than they already did. My ex didn't have me stuck in her house giving all of my money to her mom to take care of bills. I just made that up. And my computer? I had a top of the line system, so the donations were just a scam. As far as cats? I hate cats, man. I wouldn't want them!

No, whoever told you it was a lie enjoys trying to make me look bad. Long story short, I hated living in Indiana. I hated what I had to do - give away all of my paycheck to her mom to take care of bills that they didn't seem to know how to pay - and I was happy that my father came to get me out of that shit carnival. I came close to living on the street because of her. My two cats meant a lot to me and I didn't want them to suffer and starve, being stuck in a garage for months. Being that they had troubles paying regular bills, food wasn't something that we simply "gave" to animals. I ended up giving them half of what I would eat, just so I could sleep and not worry about them possibly dying of hunger.

Regardless, it was six years ago. I have no reason to lie about it. It wasn't fun. It sucked ass. I did things I didn't want to do (who really enjoys begging for money?) and got people to hate me in perpetuity for it, since the truth from me was obviously faked. You kinda should have joined a gang, i recommend tha bloodz. pop punk ass white rich people and slap dat bitch pimpin tha bitches get dat money westcoast style. luv dat slap boi

Subject: Re: This place is dead

Posted by [EvilWhiteDragon](#) on Thu, 24 Feb 2011 08:28:33 GMT

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Spoony wrote on Sun, 20 February 2011 23:16 if you fancy a reneproject, how about fixing the bugs on glacierfly?

FPS bug is the most pressing issue, plus some other stuff like the prox mine bug, "leaving the map", dead buildings not looking dead.

also, if making it balanced between Nod and GDI is at all worthwhile, don't let tanks hit the air/ref from the bridge.

The proxy thing is fixed in TT... Along with some other things related to Glacier, but unsure what they are anyway.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Thu, 24 Feb 2011 16:35:55 GMT
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Glacier itself isn't a "proxy bug" issue. It's the Repair Pad coding that caused it if I remember right. Most levels with a Repair Pad ended up with the problem.

Subject: Re: This place is dead
Posted by [danpaul88](#) on Fri, 25 Feb 2011 10:21:39 GMT
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Which might explain why we don't see repair pads in stock Renegade maps... they probably knew something was screwy with them, but didn't have the time or inclination to fix them.

Subject: Re: This place is dead
Posted by [Dover](#) on Fri, 25 Feb 2011 10:50:22 GMT
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Pyr0man1c wrote on Wed, 23 February 2011 10:05JohnDoe wrote on Wed, 23 February 2011 10:23pretty sure westwood being bad at making games killed westwood and renegade...we're talking about a company that made 2 good games
Which ones are good?

Nox was easily the best thing Westwood ever made.

Subject: Re: This place is dead
Posted by [Canadacdn](#) on Sat, 26 Feb 2011 03:39:13 GMT
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Nobody gets away from Renegade. Nobody.

Subject: Re: This place is dead
Posted by [m1a1_abrams](#) on Sun, 27 Feb 2011 01:55:41 GMT
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Hey Aircraftkiller, long time no see. Glad to hear that everything's going well.

Subject: Re: This place is dead
Posted by [Ryan3k](#) on Mon, 28 Feb 2011 07:59:25 GMT
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I still lurk here occasionally, myself. Not sure why.

Subject: Re: This place is dead
Posted by [Aprime](#) on Mon, 28 Feb 2011 15:44:01 GMT
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Ryan3k wrote on Mon, 28 February 2011 02:59I still lurk here occasionally, myself. Not sure why.

We're like the creepy old dude looking at present-day pictures of the child we've left behind.

oh, hi

Subject: Re: This place is dead
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 28 Feb 2011 17:20:40 GMT
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Dover wrote on Fri, 25 February 2011 05:50Pyr0man1c wrote on Wed, 23 February 2011 10:05JohnDoe wrote on Wed, 23 February 2011 10:23pretty sure westwood being bad at making games killed westwood and renegade...we're talking about a company that made 2 good games Which ones are good?

Nox was easily the best thing Westwood ever made.

Definitely up there. Shame that game didn't get as much attention as it deserved.

Subject: Re: This place is dead
Posted by [Deactivated](#) on Mon, 28 Feb 2011 21:19:40 GMT
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Just dropping by to clean up my old profile.

Generalcamo wrote on Wed, 23 February 2011 00:08Beta Renegade was a LOT different, in a better way. Orcas had a realistic opening hatch. Most Units were modeled after FMVs in TD. Havoc was a gritty commando, named Logan, who is seen in the tutorial. Many aspects were different, such as grenadiers and flamers and Chemmers exploding on death. I mean the whole game was more realistic. And EA killed it.

Call it Executive meddling and Development hell.

If all of elements of Tiberian Dawn were incorporated to a semi-realistic 3D shooter there would be no way to pass ESRB's Teen rating, meaning no Germany release or Walmart sales.

But that is not the reason why there are no open-topped vehicles. It is the result of poor coding/design they were unable fix, so instead the vehicles were redesigned so that the occupants don't need to be visible or have entering animations(such as the character jumping in and opening/closing doors).

This is what happens when visible vehicle occupants are enabled:

Vehicle models can tilt but character models inside them can only rotate horizontally. In effect, if the vehicle rolls over on its roof, your character will have its head sticking out the floor. Vehicle occupants are invincible, meaning you can't kill them while they're riding a vehicle. Entering animations don't work, they're either disabled or the coding is incomplete/broken.

Now I think of it, I did have an attempt years ago establishing a project with the purpose of making a mod based on TD and make it as Third person shooter/hybrid RTS that took as if everything was real. But it was too big for its own good and a money drain.

That's all folks!

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Tue, 01 Mar 2011 03:12:01 GMT
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danpaul88 wrote on Fri, 25 February 2011 05:21 Which might explain why we don't see repair pads in stock Renegade maps... they probably knew something was screwy with them, but didn't have the time or inclination to fix them.

Well, that's a possibility. I think it's more about the fact that they simply ran out of time after having redeveloped the entire premise of the game a year or two prior to release.

Subject: Re: This place is dead
Posted by [Goztow](#) on Tue, 01 Mar 2011 08:01:52 GMT
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Which brings us to 5 pages in a "this place is dead" topic .

Subject: Re: This place is dead
Posted by [JohnDoe](#) on Tue, 01 Mar 2011 08:25:15 GMT
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still page 3, get cha settings correct, niqqa

Subject: Re: This place is dead
Posted by [z310](#) on Tue, 01 Mar 2011 09:27:56 GMT
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Aprime wrote on Mon, 28 February 2011 07:44 Ryan3k wrote on Mon, 28 February 2011 02:59 I still lurk here occasionally, myself. Not sure why.

We're like the creepy old dude looking at present-day pictures of the child we've left behind.

oh, hi

gtfo

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Tue, 01 Mar 2011 15:22:06 GMT
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Therein lies the irony, Goz.

Subject: Re: This place is dead
Posted by [EvilWhiteDragon](#) on Tue, 01 Mar 2011 15:47:00 GMT
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Aircraftkiller wrote on Tue, 01 March 2011 16:22 Therein lies the irony, Goz. Actually the irony lies in the fact that every time someone posts a Renforums is dead post the forum lives up again, at least for a bit. Like everyone wants to prove everyone wrong...

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Tue, 01 Mar 2011 15:51:58 GMT
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I made the topic to get someone to respond. That's about it. It's a shame that this place isn't as active as it was before, though.

All good things...

Subject: Re: This place is dead
Posted by [danpaul88](#) on Tue, 01 Mar 2011 15:52:51 GMT
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What's even more ironic is that, of all the posters on RenegadeForums, probably less than 10% of them actually play Renegade more than once a month.

I personally have not played Renegade in months, yet I still hang around the forums.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Tue, 01 Mar 2011 16:21:13 GMT
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Years, here - it's not like there's enough people to bother playing anymore, not from my perspective. It was a decently interesting game, but few games live to make it 10 years and have more than a cult following behind it.

Subject: Re: This place is dead
Posted by [Aprime](#) on Tue, 01 Mar 2011 21:10:15 GMT
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z310 wrote on Tue, 01 March 2011 04:27Aprime wrote on Mon, 28 February 2011 07:44Ryan3k wrote on Mon, 28 February 2011 02:59I still lurk here occasionally, myself. Not sure why.

We're like the creepy old dude looking at present-day pictures of the child we've left behind.

oh, hi

gtfo

COME AT ME BRO

Subject: Re: This place is dead
Posted by [Mad Ivan](#) on Thu, 03 Mar 2011 15:01:26 GMT
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Hi, Aircraftkiller!
Not sure if you remember me, but good to see you are doing fine after all that time

Subject: Re: This place is dead
Posted by [Dante](#) on Wed, 09 Mar 2011 06:24:31 GMT
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Aircraftkiller wrote on Fri, 18 February 2011 10:02Stop being dead.

Oh, and: HOLY SHIT!

I'm here!

Isn't that something? Maybe? Sorta?

What's good, people?

The hearts in your sig look like plastic

/wave

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2011 19:26:16 GMT
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What's up, you old bastard? I haven't heard from you in a bit. Aren't we friends on FB or something? I know so many people that I tend to lose track sometimes.

How's life?

Subject: Re: This place is dead
Posted by [GEORGE ZIMMER](#) on Wed, 09 Mar 2011 19:34:43 GMT
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THE FUCK IS WITH ALL THE RANDOM COOL PEOPLE OF THE DAYS OF OLD COMIN BACK
not that I mind, of course

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2011 19:45:53 GMT
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You could say that I have a... Magnetic personality.

Ha!

<http://www.youtube.com/watch?v=SmM-wEPQOXo>

Subject: Re: This place is dead
Posted by [Beanyhead](#) on Sun, 13 Mar 2011 17:59:46 GMT
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Beanyhead reporting in.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sun, 13 Mar 2011 19:23:53 GMT

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It's you!

How are you gentlemen!!

Subject: Re: This place is dead
Posted by [z310](#) on Sun, 13 Mar 2011 20:14:30 GMT
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Oh god.

Guys, stop stroking Aircraftkiller's ego.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sun, 13 Mar 2011 22:03:30 GMT
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Is that a joke?

If it is, why isn't it funny?

If it isn't, why is it so off-base that you think this is about my ego?

Pick one!

Subject: Re: This place is dead
Posted by [z310](#) on Mon, 14 Mar 2011 02:05:18 GMT
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No! /me scorns

You're old.

Subject: Re: This place is dead
Posted by [liquidv2](#) on Mon, 14 Mar 2011 03:03:57 GMT
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i played renegade today

Subject: Re: This place is dead
Posted by [EvilWhiteDragon](#) on Mon, 14 Mar 2011 17:18:31 GMT
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I think Renegadeforums should have more "Thiz game is DIEYING zOMG HUUUR Derp" threads, as it seems to increase the people on the forums.

Subject: Re: This place is dead
Posted by [Omar007](#) on Mon, 14 Mar 2011 18:14:49 GMT
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EvilWhiteDragon wrote on Mon, 14 March 2011 18:18 I think Renegadeforums should have more "Thiz game is DIEYING zOMG HUUUR Derp" threads, as it seems to increase the people on the forums.

QFT

Is that good or bad? ;P

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Fri, 18 Mar 2011 06:56:04 GMT
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Beanyhead wrote on Sun, 13 March 2011 13:59 Beanyhead reporting in.

<@n00bstories_bot> [Random Quote] #8220 <Chernobyls> avast? <@Aircraftkiller> Shiver a dick up Beanyhead's timbers <+Beanyhead> someone try it

Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Fri, 18 Mar 2011 19:54:07 GMT
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Unless you guys pass around emails to one another about suddenly making posts on this forum, it can be reasoned all of these people who were once inactive have actually just been lurking all this time... viewing the forum over the years... waiting for someone to make a move.

This begs the question: is the community really dying? Or is half of it just invisible?

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Fri, 18 Mar 2011 21:29:55 GMT
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It's dead, Jim.

Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Fri, 18 Mar 2011 21:55:19 GMT
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Subject: Re: This place is dead
Posted by [dr3w2](#) on Tue, 22 Mar 2011 04:55:34 GMT
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Hi

Subject: Re: This place is dead
Posted by [EvilWhiteDragon](#) on Tue, 22 Mar 2011 08:53:43 GMT
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Ohai ther

Subject: Re: This place is dead
Posted by [Oblivion165](#) on Wed, 30 Mar 2011 08:04:21 GMT
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Holy crap it's Aircraftkiller. What was your old name again? I always remember you as that name but now it escapes me.

Subject: Re: This place is dead
Posted by [Crimson](#) on Wed, 30 Mar 2011 08:57:36 GMT
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He doesn't really have an "old name" but he did play on WOL as tankcmdr6.

Subject: Re: This place is dead
Posted by [Mad Ivan](#) on Wed, 30 Mar 2011 12:55:30 GMT
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Oblivion165 wrote on Wed, 30 March 2011 11:04 Holy crap it's Aircraftkiller. What was your old

name again? I always remember you as that name but now it escapes me.

Mmmm... jupiterks?

Subject: Re: This place is dead
Posted by [Oblivion165](#) on Wed, 30 Mar 2011 17:46:49 GMT
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Wasn't it ACK_____ or something? I could of sworn it was something else. (Could of just been a abbreviated Aircraftkiller)

Subject: Re: This place is dead
Posted by [Crimson](#) on Thu, 31 Mar 2011 01:59:45 GMT
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Yes, he's also used "jupiterks" on WOL. And people often abbreviate "Aircraftkiller" to "ACK" though it should technically be "AK" but "ACK" just stuck.

Subject: Re: This place is dead
Posted by [Rocko](#) on Thu, 31 Mar 2011 05:27:47 GMT
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AirCraftKiller

Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Thu, 31 Mar 2011 05:58:38 GMT
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Aircraft is one word.

Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Thu, 31 Mar 2011 16:51:07 GMT
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You can't even argue with it. They never learn.

Subject: Re: This place is dead
Posted by [kopaka649](#) on Tue, 12 Apr 2011 23:11:39 GMT

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Ahoy, haven't visited this place in forever.

Subject: Re: This place is dead
Posted by [TheGunrun](#) on Tue, 12 Apr 2011 23:13:40 GMT

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hey guys, remember me? xD

Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Wed, 13 Apr 2011 00:49:07 GMT

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Hey! It's that guy who did that thing!

Subject: Re: This place is dead
Posted by [cmatt42](#) on Wed, 13 Apr 2011 22:38:50 GMT

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R315r4z0r wrote on Tue, 12 April 2011 17:49Hey! It's that guy who did that thing!
C&C Retarded. He's now more active in the SC2 community, I hear. TheGunrun, I sent you a message on Reddit, but you didn't respond. :v

Subject: Re: This place is dead
Posted by [R315r4z0r](#) on Wed, 13 Apr 2011 23:08:04 GMT

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I know :V. He also recorded that Renegade X gameplay video about a couple months back.

Subject: Re: This place is dead
Posted by [jsnrkd](#) on Fri, 15 Apr 2011 20:43:17 GMT

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I come by and lurk every few months with the hope that something has evolved around the Renegade community. I always wished that the Renegade developers would have been more vocal with the community here. At least somebody with the somewhat official ability to communicate with the superiors at EA would have been able to keep things alive. I guess we should be lucky that it has survived this far. It's not so much that the game is fairly vacant now that bothers me but that it had so much potential. Watching the history of Westwood Studios on YouTube makes it clear to me now that they we're doomed.

Maybe one day we will be able to enjoy a Renegade style of play in a modern fashion with an actual player base and clan community. Renegade-x may provide that luxury if they are able to achieve a Steam-like distribution for their stand-alone release without getting shutdown by IP. I'll keep my fingers crossed for another decade and see what happens.

Subject: Re: This place is dead

Posted by [TheGunrun](#) on Sun, 17 Apr 2011 07:16:13 GMT

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cmatt42 wrote on Wed, 13 April 2011 18:38R315r4z0r wrote on Tue, 12 April 2011 17:49Hey! It's that guy who did that thing!

C&C Retarded. He's now more active in the SC2 community, I hear. TheGunrun, I sent you a message on Reddit, but you didn't respond. :v

Man, I haven't been around these parts in forever. But yeah sorry for not responding! I'm more of a reddit lurker, never one to check messages haha.

But damn, it's scary to look back at how I used to act, and post. And also to look at how far I've gone with the things I've been up to recently.

I never thought I would be playing StarCraft in any capacity back when I hung out around here. I was such a C&C fanboy back then :3

especially doing what I'm doing now with commentary and live stream production! But boy does browsing around these old forums bring back the memories, I can guarantee you I wouldn't be doing what I am up to know with out these forums
