
Subject: Goodbye
Posted by [zunnie](#) on Thu, 24 Jan 2013 15:17:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goodbye!

Subject: Re: Goodbye
Posted by [BAGUETTE](#) on Thu, 24 Jan 2013 16:29:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

wut

Subject: Re: Goodbye
Posted by [ehhh](#) on Thu, 24 Jan 2013 18:07:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

really

LOL

Subject: Re: Goodbye
Posted by [crushu06](#) on Thu, 24 Jan 2013 18:45:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

damn it ehh what the fuck did you do now?

Subject: Re: Goodbye
Posted by [ehhh](#) on Thu, 24 Jan 2013 18:52:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

blame renforums

Subject: Re: Goodbye
Posted by [Major-Payne](#) on Thu, 24 Jan 2013 22:13:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

wut

Subject: Re: Goodbye
Posted by [Xpert](#) on Fri, 25 Jan 2013 03:02:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

uhhhhhhhhhhhhhhhhhhh

Subject: Re: Goodbye
Posted by [Aircraftkiller](#) on Fri, 25 Jan 2013 04:13:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm really trying to write a non-asshole reply to this thread, but I'm coming up short.

Subject: Re: Goodbye
Posted by [Mauler](#) on Fri, 25 Jan 2013 05:10:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

See ya amigo

Subject: Re: Goodbye
Posted by [Starbuzz](#) on Fri, 25 Jan 2013 05:38:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie is just gone to grab that big renebaseball bat and return...

File Attachments

1) [ZUNNIERENEFAGGOTSKILLERRAMPAGE.png](#), downloaded 1322 times



Subject: Re: Goodbye
Posted by [Gen_Blacky](#) on Fri, 25 Jan 2013 09:48:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

heh why is he leaving?

Subject: Re: Goodbye
Posted by [Sean](#) on Fri, 25 Jan 2013 12:36:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bye Zunnie, you take care.

Subject: Re: Goodbye
Posted by [Ethenal](#) on Sat, 26 Jan 2013 15:05:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

peace

Subject: Re: Goodbye
Posted by [zeratul](#) on Wed, 30 Jan 2013 23:05:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cya

Subject: Re: Goodbye
Posted by [halo2pac](#) on Sun, 03 Feb 2013 00:51:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Best of luck with your endeavors!

Subject: Re: Goodbye
Posted by [Jerad2142](#) on Thu, 07 Feb 2013 23:57:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Huh, I wouldn't think one would just say "Goodbye!" after doing so much work on a game, I'd at least type a paragraph to bore people at least.

Subject: Re: Goodbye
Posted by [ehhh](#) on Fri, 08 Feb 2013 08:36:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

think he's just leaving the forum

cos mad

Subject: Re: Goodbye
Posted by [Aircraftkiller](#) on Sat, 09 Feb 2013 07:57:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good riddance. All of his maps looked like rehashed piles of shit. You'd think the least he could do is try turning the default palm trees so 400 of them aren't all facing the same direction.

Subject: Re: Goodbye
Posted by [liquidv2](#) on Sat, 09 Feb 2013 20:39:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

do you have an inflatable tree that you have sex with or something? god almighty

Subject: Re: Goodbye
Posted by [-TLS-DJ-EYE-K](#) on Mon, 11 Feb 2013 13:48:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sat, 09 February 2013 08:57 Good riddance. All of his maps looked like rehashed piles of shit. You'd think the least he could do is try turning the default palm trees so 400 of them aren't all facing the same direction.

Go diaf Schwuchtel

Subject: Re: Goodbye
Posted by [ehhh](#) on Mon, 11 Feb 2013 13:51:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

mad

Subject: Re: Goodbye
Posted by [liquidv2](#) on Mon, 11 Feb 2013 20:04:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

i haven't seen any of the maps Zunnie made
while ACK may be correct, i don't think it matters
Renegade itself looks like a shit pile, and we've all just grown used to it over the past 11+ years
i don't think anyone is hung up over Renegade because of the beautiful graphics

Subject: Re: Goodbye
Posted by [ehhh](#) on Tue, 12 Feb 2013 08:22:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

you've never played some of the maps on ultra

tetris looks better

Subject: Re: Goodbye
Posted by [-TLS-DJ-EYE-K](#) on Wed, 13 Feb 2013 07:54:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

ehhh wrote on Tue, 12 February 2013 09:22 you've never played some of the maps on ultra

tetris looks better

Then go play Tetris, noone forces you to play NewMaps Noobi.

Subject: Re: Goodbye
Posted by [braner101](#) on Wed, 13 Feb 2013 10:18:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

-TLS-DJ-EYE-K wrote on Wed, 13 February 2013 00:54ehhh wrote on Tue, 12 February 2013 09:22you've never played some of the maps on ultra

tetris looks better

Then go play Tetris, noone forces you to play NewMaps Noobi.

tetris seems like to easy

<http://www.youtube.com/watch?v=AHTO5PxCr98>

Subject: Re: Goodbye
Posted by [Starbuzz](#) on Wed, 13 Feb 2013 17:18:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think zunni's being blamed for shit. This is not entirely fair. Could his maps have been improved graphics-wise? Sure...I told him to do something about the blue sky as it was too plain. Could he have made the rows of palm trees more natural-looking and uneven? I think so. I can list a lot of graphical improvements to his maps. With the right textures and their application, zunni has the possibility of making his maps come up to the quality of the Level 1 map of Serious Sam: The First Encounter. That's some serious potential and he laid the groundwork for it.

But his maps were unique...a ship in the middle, scattered bases across the islands instead of the same rehashed shit of bases being opposite each other with lots of random shit in between. I call them "chopped cock maps" or CCM's for short LMFAO!

But really, I think people are missing the point. Many of his island-style tropical maps encouraged thinking and were incredibly fun. In fact, it was the design of his maps that re-ignited my love for flying Orcas and Apaches again; so many cliffs to hide in and able to sneak.

Some of zunni's maps are also very nice gameplay-wise when a beacon flyer tries over and over to eventually find a path that works very well to kill a building. I had incredible fun on one of his maps learning to do that. Sure, once you figure it out, you got to keep it a secret but it's things like that I really enjoy.

The idea of tricking the base defenses and forging a path to a building is not new but I like maps that let you do that to a certain extent.

We have lots of good-looking custom maps in Renegade which in the end are just lame ass CCM's with no new design-concepts which provide innovation in gameplay.

edit: typos

File Attachments

1) [Renegade_CCM_Layout.png](#), downloaded 484 times

gdi baise!!!11

nod baise!

