
Subject: TD based tiberium models
Posted by [OrcaPilot26](#) on Sat, 12 Apr 2003 23:26:55 GMT
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Renegade GMAX Model

Name: TD based Tiberium

Creator: OrcaPilot26

Email: OrcaPilot26@hotmail.com

Description: I didn't like the horribly innacurate Tiberium in Renegade, so I decided to make my own which is more accurate compared to the TD tiberium.

Included files:

TD_Tib.gmax.....The model itself
Tiber_02.tga.....tiberium texture
tibveingreen.tga...tiberium field texture

Download:

<http://modx.renevo.com/showthread.php?s=&threadid=211>

comments, suggestions?

Subject: TD based tiberium models
Posted by [Beanyhead](#) on Sat, 12 Apr 2003 23:39:29 GMT
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Sweet... I remember that intro into CnC Tiberian Dawn

Subject: TD based tiberium models
Posted by [Sir Phoenixx](#) on Sun, 13 Apr 2003 00:27:16 GMT
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Make the plant part grey/blue like it was in that intro, and make the larger crystals a little shorter and fatter...

Subject: TD based tiberium models
Posted by [Havocman](#) on Sun, 13 Apr 2003 00:43:06 GMT

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Neat.

When are you gonna finish CNC Meltdown?

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 01:19:11 GMT
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Sigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

Subject: TD based tiberium models
Posted by [Havocman](#) on Sun, 13 Apr 2003 01:25:30 GMT
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aw pipe it ack,

so what? he made Tiberain models so did you.

DO we have to DL EVERYTHING YOU MAKE? Just because You got A Swelled EGO and think your the Best person in the World when it comes to modding on REN?

Subject: TD based tiberium models
Posted by [OrcaPilot26](#) on Sun, 13 Apr 2003 01:37:39 GMT
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AircraftkillerSigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

You are so predictable.

My Tiberium is different It looks more accurate,(in my oppinion)

The reason I made these models is because I wasn't satisfied with yours.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 02:32:28 GMT
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So much different... Right.

It looks almost exactly the same except it has no variations in the slightest.

You also forget that Renegade isn't based off of Tiberian Dawn in its entirety. It's after TD, and obviously Tiberium will grow differently in that time. It won't look exactly like it did in TD.

But of course, if we were all like you, we'd make a version of everything because someone doesn't like everything out there. Yeah, that's the way to do it, rip off the ideas of others because you don't like how something was done.

:rolleyes:

Subject: TD based tiberium models
Posted by [Fabian](#) on Sun, 13 Apr 2003 03:58:11 GMT
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also, maybe he didnt want to have to give you credit... then he could truly say everything in his map was all done by him. thats why i didnt want to put your crystals in my map, regardless of their quality.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 06:16:48 GMT
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Yeah, stingy people are like that.

Subject: TD based tiberium models
Posted by [Captkurt](#) on Sun, 13 Apr 2003 07:43:24 GMT
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AircraftkillerSigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

Ack you always say people are ripping you off, let me ask you about the unfinished map that Westwood did, but you clam you did, Glacier Flying. I know/assume you did the way paths,

what parts of it I built soon enough. I can honestly say I did more to that map than you did. You even used the GDI guard tower that WW made. You made nothing of your own in that map, you only finished it, which is what a beginner map per can do. I will soon show you real mapping soon enough. So in the mean time why don't you quit crying about what others do, quit accusing everyone else of ripping you off, quit embarrassing your self, you really look pretty bad.

Subject: TD based tiberium models
Posted by [Sir Phoenixx](#) on Sun, 13 Apr 2003 14:48:29 GMT
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AircraftkillerSigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

Lol...

Attacking others because they want to model their own stuff and not use your stuff? :rolleyes:

Come on ACK, I actually thought you were at least a little more mature than that.

Subject: TD based tiberium models
Posted by [Imdgr8one](#) on Sun, 13 Apr 2003 15:12:45 GMT
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Captkurt01AircraftkillerSigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

Ack you always say people are ripping you off, let me ask you about the unfinished map that Westwood did, but you clam you did, Glacier Flying. I know/assume you did the way paths,

what parts of it I built soon enough. I can honestly say I did more to that map than you did. You even used the GDI guard tower that WW made. You made nothing of your own in that map, you only finished it, which is what a beginner map per can do. I will soon show you real mapping soon enough. So in the mean time why don't you quit crying about what others do, quit accusing everyone else of ripping you off, quit embarrassing your self, you really look pretty bad.

First, I am a begining mapper, and I could never finish anything .

Second, we all know you didn't get anything from Westwood, that is until we keep waiting for you to show us how you "improved ACK's horrible Glacier Flying."

Third, Don't rant on about something you could never do, nor ever have a skill to complete something as good as Glacier.
Nonetheless, nice tibby crystals Orca!

Subject: TD based tiberium models
Posted by [Bumpaneer](#) on Sun, 13 Apr 2003 15:53:25 GMT
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AircraftkillerYeah, stingy people are like that.

Ack, calling others stingy? WTF?!?!?

Subject: TD based tiberium models
Posted by [OrcaPilot26](#) on Sun, 13 Apr 2003 16:03:01 GMT
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AircraftkillerSo much different... Right.

It looks almost exactly the same except it has no variations in the slightest.

You also forget that Renegade isn't based off of Tiberian Dawn in its entirety. It's after TD, and obviously Tiberium will grow differently in that time. It won't look exactly like it did in TD.

But of course, if we were all like you, we'd make a version of everything because someone doesn't like everything out there. Yeah, that's the way to do it, rip off the ideas of others because you don't like how something was done.

:rolleyes:

like I said before, you are so predictable.

I did not "rip off" your work, I made those crystals for 1 main reason: I didn't think the Renegade tiberium was accurate enough, the same reason you made yours, which in my opinion look nothing like TD. You must not remember but I released some tiberium crystal models long before you did, which are obsolete now, one of the reasons I made these new ones. Also if you claim that tiberium should be different in Renegade, does that automatically make yours right?

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 16:39:19 GMT
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Captkurt01AircraftkillerSigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

Ack you always say people are ripping you off, let me ask you about the unfinished map that Westwood did, but you claim you did, Glacier Flying. I know/assume you did the way paths,

what parts of it I built soon enough. I can honestly say I did more to that map than you did. You even used the GDI guard tower that WW made. You made nothing of your own in that map, you only finished it, which is what a beginner map maker can do. I will soon show you real mapping soon enough. So in the mean time why don't you quit crying about what others do, quit accusing everyone else of ripping you off, quit embarrassing your self, you really look pretty bad.

You do realize that you can't finish something that's already done?

If you're such a real level designer, I implore you, make Glacier Flying nearly from scratch like I did.

But - you can't. You have the finished product, not the horridly unfinished W3D I had to work with.

So... You're the one making the fool of yourself. As part of the dev team for Renegade, it was up to me to use Westwood assets like the other artists did. Your asinine argument about the GDI Guard Towers is like telling me not to use the buildings a Westwood artist designed, or not use the preset list, or the Nod Turrets for the Nod team. Idiot.

OrcaPilot, gotta apologize for that. Don't know what I was on last night. Keep it up.

Subject: TD based tiberium models

Posted by [Halo38](#) on Sun, 13 Apr 2003 16:49:56 GMT

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I'm going to make some tiberium crystals now lol

Subject: TD based tiberium models

Posted by [Titan1x77](#) on Sun, 13 Apr 2003 16:52:57 GMT

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capt'n curt...why dont you prove them wrong and make a whole new map like glacier flying,(it can't be that hard)just start from scratch...i have to agree that taking someone elses map and modifying it and calling it yours isnt a smart idea.

I modified a SP level but i gave total credit to westwood...i just claimed to make changes to it.

And on with the topic at hand...

I think those crystal look the same as jACK's....But modeling anything on your own is 10x better.

I'd model my own Crystals if i was to use those sponge variety in my own map....But Cyrstals in the ground isn't going to make your map play out any better.

Good Job orca!

Subject: TD based tiberium models
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:56:37 GMT
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Titan1x77

I think those crystal look the same as jACK's....But modeling anything on your own is 10x better.

I think orcas sponges dip in the middle, or is that some crafty texturing?

Subject: TD based tiberium models
Posted by [Fabian](#) on Sun, 13 Apr 2003 18:57:08 GMT
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ack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

Subject: TD based tiberium models
Posted by [Sir Phoenixx](#) on Sun, 13 Apr 2003 18:57:27 GMT
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Halo38Titan1x77

I think those crystal look the same as jACK's....But modeling anything on your own is 10x better.

I think orcas sponges dip in the middle, or is that some crafty texturing?

That's the texture...

Can you make it so that when you run over the crystals you can see little chunks of broken crystals fly up about a foot or so? (like when the harvester runs over the crystals in that intro movie)

Subject: TD based tiberium models
Posted by [Halo38](#) on Sun, 13 Apr 2003 19:37:07 GMT
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SEALack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

that my suggestion too, a while ago..... still waiting.....

Subject: TD based tiberium models
Posted by [Bumpaneer](#) on Sun, 13 Apr 2003 20:51:34 GMT
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Aircraftkiller

As part of the dev team for Renegade, it was up to me to use Westwood assets like the other artists did.

LOL

Subject: TD based tiberium models
Posted by [Deafwasp](#) on Sun, 13 Apr 2003 21:09:49 GMT
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Heck guys, I try to make everything in my map myself to make sure it is the best of quality, but like the base buildings I leave them the way they are cause they are perfect (for what they are). I use ACK's Tib for the same reason.

BTW I am trying to get back into mapping so I can release the ones I have near completion.

Subject: TD based tiberium models
Posted by [Cpo64](#) on Sun, 13 Apr 2003 21:10:49 GMT
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Halo38SEALack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

that my suggestion too, a while ago..... still waiting.....

Anyone with commando editor has it... I think... Look under Terrain/MP Levels/Glacier or something like that, its there...

Subject: TD based tiberium models

Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 21:33:14 GMT

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BumpaneerAircraftkiller

As part of the dev team for Renegade, it was up to me to use Westwood assets like the other artists did.

LOL

Saying "LOL" doesn't make you right.

Have you realized that yet?

I am part of the dev team, or whatever was left of it by that point in time. You can try to argue with it all you want, but the fact remains that I was allowed that honor by Westwood themselves.

Subject: TD based tiberium models

Posted by [Bumpaneer](#) on Sun, 13 Apr 2003 21:40:13 GMT

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My point exactly, there is no dev team....

Subject: TD based tiberium models

Posted by [Dante](#) on Sun, 13 Apr 2003 21:41:10 GMT

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AircraftkillerBumpaneerAircraftkiller

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please post both of the two items that made you part of the Dev team...

a picture of the check they sent you, and a copy of the email from WS saying "Welcome to the dev team..." " ... here is what we expect from you as part of our..." " ... Please Reply to this letter to acknowledge you agree with..." etc...

getting leftovers from unfinished maps does not make you part of a dev team, it makes you a

scavenger by definition...

Subject: TD based tiberium models

Posted by [Halo38](#) on Sun, 13 Apr 2003 21:44:49 GMT

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DanteAircraftkillerBumpaneerAircraftkiller

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getting leftovers from unfinished maps does not make you part of a dev team, it makes you a scavenger by definition...

LOL

(Edit: ha ha Quote: Saying "LOL" doesn't make you right.)

Subject: TD based tiberium models

Posted by [General Havoc](#) on Sun, 13 Apr 2003 21:46:34 GMT

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Cpo64Halo38SEALack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

that my suggestion too, a while ago..... still waiting.....

Anyone with commando editor has it... I think... Look under Terrain/MP Levels/Glacier or something like that, its there...

Yeah everyone will be able to "make" the terrain in Level Edit as it pulls the data from ACK's mix file. It also has all the other unfinished map names. If you have downloaded other maps such as bunkers it will be able to pull in the terrain from the mix. It can be done with any map anyway by extracting the W3D from the mix so it's nothing special just that Level Edit creates a shortcut to the file.

_General Havoc

Subject: TD based tiberium models
Posted by [Halo38](#) on Sun, 13 Apr 2003 21:53:27 GMT
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General HavocCpo64Halo38SEALack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

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_General Havoc

Just one correction there.

Type the name of ANY .w3d file in ANY .mix (haven't tried .pkg) in your data directory in the 'm_ModelName' box and level edit will make it

Subject: TD based tiberium models
Posted by [Cpo64](#) on Sun, 13 Apr 2003 22:00:57 GMT
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General HavocCpo64Halo38SEALack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

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_General Havoc

My point is so that people can see what he had to work from...

Subject: TD based tiberium models
Posted by [Dante](#) on Sun, 13 Apr 2003 22:03:43 GMT
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ok, in acks defense, i saw what he had to work with, hell i made it a .gmax for him... thing is, it needed ALOT of work via the texturing, the meshes needed alot of re aligning, some of the tunnels needed a rebuild, all of the buildings had to be hand placed, etc...

it isn't easy

Subject: TD based tiberium models
Posted by [StoneRook](#) on Sun, 13 Apr 2003 22:14:14 GMT
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I concur with Dante - it would of taken a skilled modder to mod the chunk of leftover Westwood gave and make it a working level.

I, too - also saw the before and after - and it was not easy.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 22:58:24 GMT
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DanteAircraftkillerBumpaneerAircraftkiller

As part of the dev team for Renegade, it was up to me to use Westwood assets like the other artists did.

LOL

Saying "LOL" doesn't make you right.

Have you realized that yet?

I am part of the dev team, or whatever was left of it by that point in time. You can try to argue with it all you want, but the fact remains that I was allowed that honor by Westwood themselves.

please post both of the two items that made you part of the Dev team...

a picture of the check they sent you, and a copy of the email from WS saying "Welcome to the dev team..." " ... here is what we expect from you as part of our..." " ... Please Reply to this letter to acknowledge you agree with..." etc...

getting leftovers from unfinished maps does not make you part of a dev team, it makes you a scavenger by definition...

Told you before that I never received a cent for this. You know for a fact that I had to bust my ass to get the map fixed up for them, twice, then negotiate heavily for over a month just to get a single map into the patch.

According to Steve Tall, I'm part of the team or whatever was left of it at that point, so I'm taking his word for it. After all, he knew more than you or I did or do about it.

Subject: TD based tiberium models
Posted by [Deafwasp](#) on Sun, 13 Apr 2003 23:01:53 GMT
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what you need is to post an e-mail from ww, then no one could argue with you ever again. it is starting to bug me that every topic turns into you defending yourself from n00bs.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 23:05:57 GMT
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I am not digging through over a hundred e-mails to find the specific one where Steve said that.

I am also not posting private e-mails from (former) EA employees so that you can go "Oh, he's right!"

Believe it or not, I do respect the wishes of people who ask that what they write does not go public.

Subject: TD based tiberium models
Posted by [Bumpaneer](#) on Mon, 14 Apr 2003 00:18:41 GMT
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Your story keeps developing more twists.

Subject: TD based tiberium models

Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 00:22:06 GMT

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Twists, right... You don't even know what happened, but you're commenting like you know everything about it.

Subject: TD based tiberium models

Posted by [Captkurt](#) on Mon, 14 Apr 2003 01:32:15 GMT

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Ack, I'm going to be releasing my version of Glacier_Flying soon, I did not copy what you call yours, every thing within mine is done by either West Wood or myself, I'm taking one of

You need to learn some things. You remind me of Saddam Hussein, he had a few followers too, but the majority of the people rose up and spoke. Those that followed him didn't have a brain of their own. I do. Even though I really don't even like the map, Glacier_Flying, infact, every time it

can do it. Some will like your version better, and others will like mine better, so again, get used to

bitching so much, stay out of other peoples threads unless you have something constructive to add and get a life, I have spoken. Move on.

Subject: TD based tiberium models

Posted by [Try_lee](#) on Mon, 14 Apr 2003 01:58:07 GMT

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Captkurt01Ack, I'm going to be releasing my version of Glacier_Flying soon, I did not copy what you call yours, every thing within mine is done by either West Wood or myself, I'm taking one of

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can do it. Some will like your version better, and others will like mine better, so again, get used to

bitching so much, stay out of other peoples threads unless you have something constructive to add and get a life, I have spoken. Move on.

So you're going to take someones work, modify it and ruin it? Mapping is an art and although the base for the map was laid out by WS, Aircraftkiller put lots of time, effort and work into transforming the empty shell of that map into it's current state. What you plan to do is morally wrong and you have no right to do it. More than that, you will lose any respect you may have had and face it, how many sites will be willing to host the map for download? How many people will

be willing to overwrite the existing Glacier_flying.mix file? To be honest, I've never seen anyone act so immaturely on a message board.

Subject: TD based tiberium models

Posted by [Dante](#) on Mon, 14 Apr 2003 02:02:34 GMT

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Captkurt01Ack, I'm going to be releasing my version of Glacier_Flying soon, I did not copy what you call yours, every thing within mine is done by either West Wood or myself, I'm taking one of

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can do it. Some will like your version better, and others will like mine better, so again, get used to

bitching so much, stay out of other peoples threads unless you have something constructive to add and get a life, I have spoken. Move on.

no offense, but ack does own the legal copyright of that maps intellectuall property, if you where to do anything with it (whether it be the Mike Amerson's version, or acks) it is illegal, plain and simple with out full permission from the owner (ack in this case).

check the laws if you like, but those are the just of it.

get over it, if you don't like Glacier so much because it lags, don't play it...

Subject: TD based tiberium models

Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 02:06:02 GMT

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can do it. Some will like your version better, and others will like mine better, so again, get used to

bitching so much, stay out of other peoples threads unless you have something constructive to add and get a life, I have spoken. Move on.

Wow, I don't think I've seen someone so eager, and dumb enough to completely ruin their reputation (and a map).

Subject: TD based tiberium models

Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 02:06:13 GMT

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Captkurt01Ack, I'm going to be releasing my version of Glacier_Flying soon, I did not copy what you call yours, every thing within mine is done by either West Wood or myself, I'm taking one of

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can do it. Some will like your version better, and others will like mine better, so again, get used to

bitching so much, stay out of other peoples threads unless you have something constructive to add and get a life, I have spoken. Move on.

Right, totally ignore everything said here... Way to go, champ - you'll pass reading literacy tests like that.

You had to have used everything in the map that exists now. There is nothing unfinished in Glacier Flying as it exists today. Everything in that map that is in Renegade today is because of me and Dante's work on the W3D import script. Regardless of what you say or do, it's common public knowledge that you had nothing to do with Glacier Flying's development.

Don't worry, I'll "run to" your ISP. More like e-mail their abuse department to take care of this. I don't give a damn about what you're trying to prove - you could do it by making your own version from scratch without using the damn terrain of Glacier Flying. You could try to be original without being a thief, but no -- you've got to make things hard for yourself. Keep digging that hole, champ. I'll see to it that you end up like Shady and AllGusto and all the other losers that have virtually disappeared from the community.

If you want to talk about modifications, that's just fine. That's what this forum is about, after all. However, my ignorant little friend, if you believe for one moment that I'll stand down from what I believe to kiss everyone's ass and tell them their work is perfect all the time when it isn't to me, you've got another thing coming. Furthermore, you're only helping to reinforce what I'm going to continue doing - giving my honest opinion on what others do regardless of what assholes like you believe.

Subject: TD based tiberium models

Posted by [Deafwasp](#) on Mon, 14 Apr 2003 04:57:10 GMT

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AircraftkillerI am not digging through over a hundred e-mails to find the specific one where Steve said that.

I am also not posting private e-mails from (former) EA employees so that you can go "Oh, he's right!"

Believe it or not, I do respect the wishes of people who ask that what they write does not go public.

oK, i understand. If that is there wishes than fine. I mean, I am one of em that know your right.

Just saying you would have a lot more free time if one of the former westwood guys popped up and said "He's right guys, shut up. Now go back and develope some skills, keep renegade going!".

But I understand. Although, even though you are busy you dont have to be such a dick about everything. I mean Lion is probably more busy than you and he at least treats his freinds with a little courtesy.

Unless of course you actually do think my last post was pesky. then you should just rethink yourself.

But you are still cool with me.....currently.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 06:00:06 GMT
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If you think a prompt, concise remark is insulting or whatever - I don't know what to tell you.

Subject: TD based tiberium models
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 06:29:14 GMT
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no no, I respect and like clear cut answers. You just dont have to make a big deal out of it. I dont expect you to "I am not digging through over a hundred e-mails to find the specific one where Steve said that."

Im just saying you should bust em out real quick so you dont have to deal with it anymore. if someone questions you, post a link that proves em wrong. like a SS of a email that proves yah right.

I just am getting sick of idiots popping up saying you are theif and a lyer.
It happens waayyyyy to often.

Subject: TD based tiberium models

Posted by [Captkurt](#) on Mon, 14 Apr 2003 07:17:02 GMT

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No one here is going to be so stupid as to come out with a map with the same name as one that 's

stealing, it is building or creating from basic scratch, I've added my own models to the base that

different version of some of the unfinished maps that Westwood allowed anyone to have access too. A lot of their maps are already out with AI versions added or no flying etc. So what if Ack has the actual GmaX files. that would be nice to have , but then, I would of made it different all together. But with what I have and my artistic talents, am going to be releasing my map

Subject: TD based tiberium models

Posted by [bigwig992](#) on Mon, 14 Apr 2003 11:02:20 GMT

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Yeah but see, the other .mix's in your data folder belong to Westwood, they don't give a shit if you touch it. Glacier though, is ACK's, why in the hell would you want to check a few boxxes add in acouple waypoints and AI (not even worth it) and call it your own map? Just make your own.

Subject: TD based tiberium models

Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 18:25:08 GMT

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Captkurt01No one here is going to be so stupid as to come out with a map with the same name as

"C&C_Glasier_AI.mix" that is not stealing, it is building or creating from basic scratch, I've added my own models to the base that WW released to the general public. It is not stealing, it is not even

anyone to have access too. A lot of their maps are already out with AI versions added or no flying etc. So what if Ack has the actual GmaX files. that would be nice to have , but then, I would of made it different all together. But with what I have and my artistic talents, am going to be releasing

You still don't get it. You motherfucking idiot, can you comprehend that Westwood Studios did not release the Glacier Flying map? None of their artists besides Tse-Cheng Lo brought it into existence, and he stopped after the flying patch was released.

I brought the entire thing out to the public. Westwood had nothing to do with the design phase after the 1.030 patch was released. You are taking my work, motherfucker. Not yours. Adding some spawn points and some AI waypoints to a map does not make you the creator of the map. READ THE FUCKING TEXT FILE IN YOUR DATA DIRECTORY OR SHUT THE HELL UP

ABOUT THE MAP.

YOU DO NOT HAVE PERMISSION FROM ME OR ANYONE AT THE NOW DECEASED WESTWOOD STUDIOS TO WORK ON GLACIER FLYING, CREATE ANY MODIFIED VERSIONS OF IT, OR CALL IT YOUR OWN. ARE WE CLEAR?

RENAMING A MAP TO SOMETHING ELSE DOESN'T AUTOMATICALLY MEAN THE WORK WAS DONE BY YOU OR THE MAP WAS GIVEN TO YOU. I DON'T SEE DANTE SUPPORTING YOUR BULLSHIT AND HE'S THE ONE WHO STARTED THE AI MAPS THAT YOU'RE SO FOND OF.

Subject: TD based tiberium models
Posted by [Crimson](#) on Mon, 14 Apr 2003 18:29:59 GMT
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As administrator of these forums, I just want you to know you will not get any support from me or these forums for your supposed map. Any links to this map which infringes on Aircraftkiller's copyright will be removed and you will potentially be banned.

Subject: TD based tiberium models
Posted by [Captkurt](#) on Mon, 14 Apr 2003 19:15:34 GMT
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"Crimson" As administrator of these forums, I just want you to know you will not get any support from me or these forums for your supposed map. Any links to this map which infringes on Aircraftkiller's copyright will be removed and you will potentially be banned.

There is no reason to start threatening to ban me, I did nothing wrong here. I have the right to make a map of what is in the released level edit, add my own stuff to it, and name it and release, it. Every time anyone really upsets ACK, you threaten to ban or restrict them from this forum, that is not right, but you'll do what your going to do. But just know this, a forum ran with favoritism is a forum that is not run well, your choice. Again, others are watching. I did not do anything wrong here. Just because you have a dislike for someone is not a valid reason to ban.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 19:38:32 GMT
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You don't have any rights here, dumbass.

You don't have any rights to Glacier Flying, either.

Just because you can pull something in with LevelEdit doesn't make it yours. WAKE UP, STUPID.

Subject: TD based tiberium models
Posted by [OrcaPilot26](#) on Mon, 14 Apr 2003 19:49:47 GMT
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It seems Captkurt01 is the new AllGusto

Subject: TD based tiberium models
Posted by [Captkurt](#) on Mon, 14 Apr 2003 20:14:49 GMT
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"Aircraftkiller" You don't have any rights here, dumbass.

You don't have any rights to Glacier Flying, either.

Just because you can pull something in with LevelEdit doesn't make it yours. WAKE UP, STUPID.

Your the DumbAck

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 20:29:19 GMT
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...

Subject: TD based tiberium models
Posted by [DaveGMM](#) on Mon, 14 Apr 2003 20:34:06 GMT
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He is a "dumback"?

Well, that makes him:

Mapstealer
Jakas
Idiot
n00b
Ripper
Idiot
Aircraftn00b2001
dumback

Anymore I've forgotten?

Subject: TD based tiberium models
Posted by [Cebt](#) on Mon, 14 Apr 2003 20:37:39 GMT
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Quote:Every time anyone really upsets ACK, you threaten to ban or restrict them from this forum, that is not right

acctually crimson hes right there i noticed that too and you really should stop that and open your eyes to that aircraftkiller is one of the persons here on the forums that is most unfriendly to EVERYONE, i know hes many times provoked to it but he still shouldnt be allowed to speak to people like that

Quote: I did nothing wrong here. I have the right to make a map of what is in the released level edit, add my own stuff to it, and name it and release, it.

damn it finally happened im forced to agree with ack cus what your talking about doing here IS wrong, you can edit the map as much as you like as long as its for PERSONAL use if you release it its the same as stealing and its a violation to the copyright law

Subject: TD based tiberium models
Posted by [blckhaze1](#) on Mon, 14 Apr 2003 20:39:41 GMT
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Captkurt01, why can't you just start fresh on a map rather than ganking someone elses shit. If your putting things on glacier flying, or editing shit on it .. when you release it atleast give him credit... otherwise your ripping other peoples creations. which is lame

Subject: TD based tiberium models
Posted by [blckhaze1](#) on Mon, 14 Apr 2003 20:41:02 GMT
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hes also been called a jew
cough

Subject: TD based tiberium models
Posted by [Crimson](#) on Mon, 14 Apr 2003 21:01:52 GMT
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OK, let me clarify. I do not allow ANYONE to be brutally insulted in these forums. However, the one you guys seem to assault the most is ACK, so it might seem that I'm playing favoritism. However, I have been asked several times to ban various people and I have not complied because I didn't feel the person in question deserved to be banned. Were I playing favorites, then several of you who dislike ACK would have found yourselves banned weeks ago.

As for this stupid "new" map, it's obvious to me that releasing such a map would be a blatant disregard of ACK's rights to the map, and therefore links to the map will be removed. If he persists in posting the link to the map, I will have no further course but to remove him from the forums.

Subject: TD based tiberium models

Posted by [Captkurt](#) on Mon, 14 Apr 2003 21:06:25 GMT

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"blckhaze1"Captkurt01, why can't you just start fresh on a map rather than ganking someone elses shit.

If your putting things on glacier flying, or editing shit on it .. when you release it atleast give him credit... otherwise your ripping other peoples creations.

which is lame

I still don't see that I'm doing anything wrong, and I have made many maps from scratch. But for this latest map what I have has nothing to do with ASS/ck. it's got my guard towers, my AI, my way paths, nothing in it was done by Ass/ac. That is why I can call it mine, even the name is different. This is not a violation of any copyright laws either. What I have was given to me, I did not even ask for it. it just came to me for free. I'm not making money on it, not even trying too. Like I said before, I don't even like the glacier Flying map, it sucks, but I had/have my own reasons for making a Glacier_AI. And for the last time. I'm not doing anything wrong, not stealing from anyone. Just because it's making ASS/ck upset, some of his followers have to run wild with it. Please? My map it so different, the name speaks for itself, but there are other things in it as well

Subject: TD based tiberium models

Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 21:07:35 GMT

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Right, that's why it's an exact copy of what I created.

YOU'RE A FUCKING IDIOT.

GET THE FUCK OUT>

Subject: TD based tiberium models

Posted by [General Havoc](#) on Mon, 14 Apr 2003 21:14:50 GMT

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Post moved to correct topic Dunno how it ended up here

Subject: TD based tiberium models
Posted by [Captkurt](#) on Mon, 14 Apr 2003 21:18:40 GMT
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"Aircraftkiller"Right, that's why it's an exact copy of what I created.

YOU'RE A FUCKING IDIOT.

GET THE FUCK OUT>

just getting your blood pressure all up for nothing calm down, my little friend. Calm down Ass/ck
it's not that big of a deal,

me? Yea. Now every ones going to come and get it to see what it is, so for that I give you credit.
But that's all the credit you get for this one, like I said before, this map is not the same as yours it's

the models in your version, is this correct? Correct me if I'm wrong. Well, any ways, mine has
new models in it, new stuff, but because the root of the map Glacier Flying sucks any ways, this
one might too, but I assure you this, I like it better then your version and so do the people that I've
showed it too so far, so keep it up, dumbASS/ck

Subject: TD based tiberium models
Posted by [Titan1x77](#) on Mon, 14 Apr 2003 21:20:07 GMT
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dude!!

Just make a new terrain ...for the time you spend arguing with these guys your terrain would be
almost done.

Step back and think for a minute...

Hmm...is it worth my time arguing over this?

Hmm...i should prove the nay sayers that i can make this terrain just as well as he did!

Obviously Flaming will always be part of any forum...but this is by far the most ignorant board ive
been a part of....i get looked upon negativly for asking mod questions in a mod forum!??

If people wanted to be selfish and not help anyone...then such forums wouldnt exist!

jACK says its his!

Cptn crunch says its westwoods!

I say do whatever you feel

jACK bring him to court!!
Cptn finish the map!!

Whats this topic about...sponge's?

Subject: TD based tiberium models
Posted by [Captkurt](#) on Mon, 14 Apr 2003 21:22:25 GMT
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"Titan1x77"dude!!

Just make a new terrain ...for the time you spend arguing with these guys your terrain would be almost done.

Step back and think for a minute...

Hmm...is it worth my time arguing over this?
Hmm...i should prove the nay sayers that i can make this terrain just as well as he did!

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Whats this topic about...sponge's?

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 21:31:12 GMT
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Captkurt01AircraftkillerRight, that's why it's an exact copy of what I created.

YOU'RE A FUCKING IDIOT.

GET THE FUCK OUT>

just getting your blood pressure all up for nothing calm down, my little friend. Calm down Ass/ck it's not that big of a deal,

me? Yea. Now every ones going to come and get it to see what it is, so for that I give you credit. But that's all the credit you get for this one, like I said before, this map is not the same as yours it's

the models in your version, is this correct? Correct me if I'm wrong. Well, any ways, mine has new models in it, new stuff, but because the root of the map Glacier Flying sucks any ways, this one might too, but I assure you this, I like it better then your version and so do the people that I've showed it too so far, so keep it up, dumbASS/ck

You keep saying the same thing over and over like a broken record.

"The map I ripped off and stole from you is so much better, even though it looks exactly the same from a screenshot shown before! I'm so better than you, even though no one likes me!"

Whatever you think, champ. I won't take anyone to court. Won't have to - the community will shun him for being a thief and moreover, a lying thief.

Subject: TD based tiberium models
Posted by [Captkurt](#) on Mon, 14 Apr 2003 21:35:32 GMT
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"Aircraftkiller""Captkurt01""Aircraftkiller"Right, that's why it's an exact copy of what I created.

YOU'RE A FUCKING IDIOT.

GET THE FUCK OUT>

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You keep saying the same thing over and over like a broken record.

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Whatever you think, champ. I won't take anyone to court. Won't have to - the community will shun him for being a thief and moreover, a lying thief.

Cool, about time. now keep that blood presure in check.

Subject: TD based tiberium models
Posted by [Aircraftkiller](#) on Mon, 14 Apr 2003 22:03:07 GMT
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A broken, trolling, record... :rolleyes:

Subject: TD based tiberium models
Posted by [maytridy](#) on Mon, 14 Apr 2003 22:11:16 GMT
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Crimson is not favoring Ack. She is right, all of you hate him. Even though I dislike him, and i think he's cocky, you all flame him for no reason at all. Even though i have 15 posts, I am no newb. I have been around all of these forums since they opened. (Some account problems) Just lighten up. I believe that this topic was about Tiberium models. They look GREAT! Good work, keep it up. Capkurt should be banned. Please do so Crimson, he does these forums no good, and he does not belong here.

Subject: TD based tiberium models
Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 22:42:54 GMT
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Lol...

What a great showing of ignorance, stupidity, and petty revenge by Captkurt01. :rolleyes:

1. Adding "_AI" to the end of Glacier isn't going to make it a unique name.
2. Adding a few of your little models to his map, isn't going to make it yours.
3. You're still in violation of his copyrights if you strip it and base it off of his terrain and texture
4. Crimson isn't favoring anyone just because she threatens to do her job.
5. This so-called "new" map is done out of pure revenge and your hatred for ACK, you're just making this to make yourself look bigger then him ("Hey I stole your map and made it look like it, I'm better than you!!!"), which is pretty obvious.

6. You did nothing wrong? You don't consider stealing someone's work, adding your stuff and releasing it as yours, just to get back at that person (for being alot better than you), wrong?
7. Your reputation has been completely ruined (like your reputation was good to start with :rolleyes:), and it will be even more ruined if you actually release it. And whatever little respect anyone had for you will be lost.

You deserve a ban, you deserve more than a ban... You deserve the business end of a baseball bat.

Subject: TD based tiberium models
Posted by [maytridy](#) on Mon, 14 Apr 2003 22:48:08 GMT
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Go Sir Phoenixx!

Subject: TD based tiberium models
Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 22:54:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol... Why can't people spell phoenix right! It appears at least 4 times in each of my posts!
:rolleyes:

Subject: TD based tiberium models
Posted by [bigwig992](#) on Mon, 14 Apr 2003 22:55:51 GMT
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In Cap's last post i noticed the word "my" and "new". What the fuck? Comeon, any moron can add AI to a map, that's the easiest thing to do. Now, can you name me 5 people, that would actully play this map after your done? Comeon, if you were ever one that thought ack "stole" the map from westwood, what the fuck are you doing to it now? "Modifying" it? Stupid people...

Subject: TD based tiberium models
Posted by [maytridy](#) on Mon, 14 Apr 2003 22:58:09 GMT
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Oops, sorry Phoenixx, i edited my post.

Subject: TD based tiberium models
Posted by [Crimson](#) on Mon, 14 Apr 2003 23:12:31 GMT
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Maybe I should start a poll to ban CaptKurt

Subject: TD based tiberium models

Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 23:16:30 GMT

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Yes:

Should CaptKurt01 be banned:

Yes, ban him.

Yes, tar and feather, and then ban him.

Subject: TD based tiberium models

Posted by [Halo38](#) on Tue, 15 Apr 2003 00:05:38 GMT

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CrimsonMaybe I should start a poll to ban CaptKurt

lol

Subject: TD based tiberium models

Posted by [exnyte](#) on Tue, 15 Apr 2003 07:36:17 GMT

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CrimsonMaybe I should start a poll to ban CaptKurt

I must say, I love the Crimocracy we have here... I say go for it.

Subject: TD based tiberium models

Posted by [Nodbugger](#) on Tue, 15 Apr 2003 11:32:25 GMT

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Well about the property of ACK. Im just wodnering. Ack did you get it officially copyrighted? Or did Westwood/EA copyright it? Because it can be subject to interpretation that it is now owned by EA. which would make it opened to modding. Or are you lending them the rights to use it?

Subject: TD based tiberium models

Posted by [exnyte](#) on Tue, 15 Apr 2003 16:20:22 GMT

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NodbuggerWell about the property of ACK. Im just wodnering. Ack did you get it officially copyrighted? Or did Westwood/EA copyright it? Because it can be subject to interpretation that it is now owned by EA. which would make it opened to modding. Or are you lending them the rights to use it?

It's property of Ack, and he has Westwood/EA backing it up. Just take a look at Glacier_Flying.txt. Obviously they agreed to the terms put in that text document otherwise it would have never been sent out to thousands of computers. And I would say, since it's in writing, and everyone has it, it's legally binding.

Subject: TD based tiberium models
Posted by [Imdgr8one](#) on Tue, 15 Apr 2003 21:15:32 GMT
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nonetheless while I patiently wait to make my second comment (why does no one ever reply to my defenses?).....

check out these crystals!
<http://modx.renevo.com/showthread.php?s=&threadid=211>
