
Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Alkaline](#) on Thu, 11 Mar 2004 17:49:47 GMT

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This is a good map but could use a nice face lift like High_Noon did with High_Noon_2. Any chance you will be re-doing this one?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 18:13:25 GMT

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So it'll suck like the rest of his work?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [xptek_disabled](#) on Thu, 11 Mar 2004 18:16:40 GMT

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AircraftkillerSo it'll suck like the rest of his work?

That map didn't "suck". Gameplay wise it was very fun. However, it wasn't too visually pleasing.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 18:22:24 GMT

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For you, maybe. Perhaps you have low standards?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [xptek_disabled](#) on Thu, 11 Mar 2004 18:28:57 GMT

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Well then so did many of the Renbattle and current Renwarz players. We like em...

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 18:39:37 GMT

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Both servers are full of n00bs.

Subject: [/b]

Posted by [xptek_disabled](#) on Thu, 11 Mar 2004 18:44:30 GMT

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Quote:Both servers are full of n00bs.

How would you know? It's obvious you haven't played on either because you are still implying both are still up.

Subject: Any Chance of making Tiberium_Cave_2 ?

Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 18:47:16 GMT

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I've been there before. "Renwarz" is the latest incarnation of "Renbattle."

Renwarz is full of n00bs that were inhabiting Renbattle.

Subject: Any Chance of making Tiberium_Cave_2 ?

Posted by [NHJ BV](#) on Thu, 11 Mar 2004 19:24:33 GMT

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Ack, please stop trolling. There is already a topic for that debate, if I'm not mistaken.

Subject: Any Chance of making Tiberium_Cave_2 ?

Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 20:13:14 GMT

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There's a difference between trolling and stating the truth.

Fact of the matter is that Titan's work is below quality. He doesn't show any will to improve. Instead of show people he's capable of making better things, you just get empty promises about new gameplay modes, and other gimmicks, to distract from the poor quality of what he's constructed.

Subject: Any Chance of making Tiberium_Cave_2 ?

Posted by [KIRBY098](#) on Thu, 11 Mar 2004 20:30:33 GMT

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I like soda.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [xptek_disabled](#) on Thu, 11 Mar 2004 20:36:30 GMT
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The soda pwns j00!

(Not trolling.. just stating the truth..)

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [rm5248](#) on Thu, 11 Mar 2004 21:53:35 GMT
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Yeah, Titan's maps suck. :rolleyes: I wonder why a lot of his maps are in many different server rotations? :rolleyes:

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 21:53:55 GMT
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That it does. Soda beats beer out any day of the week.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [C4miner](#) on Thu, 11 Mar 2004 22:21:43 GMT
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Most fan maps I find just don't compare visually or in terms of gameplay to the 10 original WW maps...

Either there's way too much open or dead space and gameplay is very slow and drawn-out, or one side has an advantage due to badly placed structures and unequal tactical possibilities.

Honestly the only fan map I like is Snow. But then again I haven't tried every fan map so I could just be ignorant.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 22:44:10 GMT
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Visually, the original WS levels were crap.

Gameplay wise, even worse, because they forced gameplay instead of allowing people to choose attack routes through undefended areas. It's always through some sort of choke point, causing it

to feel too stale and worn out.

I can understand some of them being like that, but every single one is the same way. There is little room to maneuver and battle, and not much incentive to destroy the enemy base since you get penalized for using powerful attack tanks since they give off absurd amounts of points when shot with n00b cannons, rifles, and assorted other weapons.

If they don't give off too many points, they're destroyed easily, so it really makes them almost useless.

Quote:Yeah, Titan's maps suck. I wonder why a lot of his maps are in many different server rotations?

Besides said n00b servers, about the only place they're hosted is on RenStation, and Speedy replaced most of them long ago...

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [IRON FART](#) on Thu, 11 Mar 2004 22:49:49 GMT
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Quote:
There's a difference between trolling and stating the truth.

Very true. And there is a difference between fact and opinion also.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [xptek_disabled](#) on Thu, 11 Mar 2004 23:24:51 GMT
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AircraftkillerBesides said n00b servers, about the only place they're hosted is on RenStation, and Speedy replaced most of them long ago...

You realize speedy is an admin on many of these "n00b servers", correct?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Thu, 11 Mar 2004 23:52:40 GMT
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IRON-FARTQuote:
There's a difference between trolling and stating the truth.

Very true. And there is a difference between fact and opinion also.

When'd you figure that one out?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [xptek_disabled](#) on Thu, 11 Mar 2004 23:57:40 GMT
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AircraftkillerIRON-FARTQuote:

There's a difference between trolling and stating the truth.

Very true. And there is a difference between fact and opinion also.

When'd you figure that one out?

Is there some reason you completely skipped around my above post?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 00:41:13 GMT
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Yeah, it didn't really have any relevance to what I said. Administrating a server doesn't necessarily mean you set the level rotation on it. Owning it does.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [C4miner](#) on Fri, 12 Mar 2004 01:24:40 GMT
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Yeah, well think what you want, but I favor the WS maps over fan maps anyday. I like the choke points. I think it's better than leaving a bunch of spaces open (which allows some random person to sneak in and destroy it all because not everyone wants to be on defense camping every entry point).

I like the confrontations where you can shoot at your enemy in a matched duel instead of trying to chase them around some huge open field and another turn to hide at every time you seem to catch up with them.

I like cramming all the players up into a close proximity so that mindless shooting battles ensue (and, as some would say, no strategy or tactics take place on any level). That way when somebody actually manages to sneak into the enemy base and say, kill a building, then it's merited and a good accomplishment.

Yes, I like the geography of the map itself to aid me in defense so that I and my team don't have to constantly shuffle around to stop the incoming threat. Instead I can focus on destroying them because they can't run away and, in sequence, then start bombarding thier base.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 01:27:00 GMT

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In other words, you don't like strategy, and would rather rely on gameplay reminiscent of Unreal Tournament instead of gameplay based around an RTS.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [xptek_disabled](#) on Fri, 12 Mar 2004 01:35:57 GMT
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AircraftkillerYeah, it didn't really have any relevance to what I said. Administrating a server doesn't necessarily mean you set the level rotation on it. Owning it does.

In this case it does.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Alkaline](#) on Fri, 12 Mar 2004 04:06:47 GMT
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Wtf seriously, I asked if TITAN was going to make a remake of this, and ACK starts his typical rant and then join the trolls... :rolleyes:

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 04:24:41 GMT
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I think the irony detector is broken again.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Titan1x77](#) on Fri, 12 Mar 2004 06:50:13 GMT
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AircraftkillerThat it does. Soda beats beer out any day of the week.

Maybe you should have a few beer's sometime....might do wonders for an uptight geek such as yourself.

I dont have time to map anymore....But if I do find time, I'll consider it.

ACK's just mad he ran out of Westwood maps to touch up and release....He'll never make a map with the overall quality of a High Noon 2

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 06:57:06 GMT
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Of course you don't. That's the excuse everyone makes when they know their work is shit.

"I don't have time to do it anymore"

"You're just jealous, it's all your fault, so I'm leaving"

"You're a nerd so I can back out on my promises and go off and do whatever I want"

rofl

I don't need to drink alcohol. I'd rather not use it as an escape device for whatever the fuck most people are trying to get away from.

rofl again

I ran out of WS levels? I'm mad that I ran out of them, even though I still have one left and don't want to release it?

You want to put some sort of factual information into your attempts at bashing? Might help you look just a bit credible. There's one left and it's not getting released for Renegade. Mike's Noddingham.

I don't need to prove myself. My track record and my work for the past two years has done it for me. Go ahead and tout your "High Noon 2," just remember you had to beg to get it hosted since it sucked just as much as High Noon, based on Silent Dawn... Go figure...

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Titan1x77](#) on Fri, 12 Mar 2004 08:50:02 GMT
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I didnt say you "need" anything...

I dont have time means..I dont have time...Idiot :rolleyes:

Ive never "begged" to have any of my maps put into rotation....I may have posted "Can we see this map in rotation"...thats not begging its just asking.

You seem to exaggerate alot. Big deal, you got 1 more WS map left...Ive started with 0 knowledge on 3d programs or level editors. I set out to make a few playable maps and anytime someone mentions a map of mine, You exaggerate and bitch about them...now that I have improved and people would actually like to see some maps redone or something new, I truthfully dont have the time anymore.

It'd be nice to see some new mappers come in and make some playable fun maps....and when I find some time, I'll be there to help them and maybe issue another version of an old map or something new for the community.

Talk about touting I recall your Sig including you raving about your "Glacier flying" map that wasn't even created by you....was just poorly finished....pfft

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [sniper12345](#) on Fri, 12 Mar 2004 09:49:00 GMT
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AircraftkillerFor you, maybe. Perhaps you have low standards?

Perhaps the majority of the community has low standards?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [NHJ BV](#) on Fri, 12 Mar 2004 13:09:36 GMT
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AircraftkillerThere's a difference between trolling and stating the truth.

Fact of the matter is that Titan's work is below quality. He doesn't show any will to improve. Instead of show people he's capable of making better things, you just get empty promises about new gameplay modes, and other gimmicks, to distract from the poor quality of what he's constructed.

Whether or not his maps suck is completely irrelevant to this thread. Someone asked whether or not there would be a Tiberium Cave 2, not what everyone thought of Titan's maps.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Titan1x77](#) on Fri, 12 Mar 2004 19:28:15 GMT
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well since the question has been answered and I may consider it if I have some free time.I'd like to touch up on what ACK said....

Quote:you just get empty promises about new gameplay modes, and other gimmicks, to distract from the poor quality of what he's constructed

in your eyes it's poor quality...so be it then, But aslong as the new gameplay is put out for others to build on they can do it better and increase the variety of maps this game can have.

So either way, it's helping out....it's called trial and error...Im sure youve put in your trail and error with many aspects of this game.

2 floor structures,modifying flying units,etc.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Fri, 12 Mar 2004 20:37:24 GMT
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Titan1x77I didnt say you "need" anything...

I dont have time means..I dont have time...Idiot :rolleyes:

Ive never "begged" to have any of my maps put into rotation....I may have posted "Can we see this map in rotation"...thats not begging its just asking.

You seem to exaggerate alot. Big deal, you got 1 more WS map left...Ive started with 0 knowledge on 3d programs or level editors. I set out to make a few playable maps and anytime someone mentions a map of mine, You exaggerate and bitch about them...now that I have improved and people would actually like to see some maps redone or something new, I truthfully dont have the time anymore.

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Talk about touting I recall your Sig including you raving about your "Glacier flying" map that wasn't even created by you....was just poorly finished....pfft

Quote:ACK's just mad he ran out of Westwood maps to touch up and release

That insinuates that I'm in need of them in order to stay calm, as if your actions or postings actually irritate me...

It IS possible to write things like this and stay perfectly calm, even laugh at you, at the same time.

You never begged, eh? What about the various forums where you spent your time posting "can i haev hiegh n00n in? comon itll be fun" *no response for weeks* "why is no one saying nething? omg put it in"

Right...

Yeah, you don't have the time. I've heard that excuse all too many times. "Oh, I'm sooooooo good, but I don't have the time to work anymore... oh don't forget I'm the best and you suck, later hahahahahaha"

Good riddance to bad rubbish.

As for Glacier Flying, I don't deny it was poorly finished. That's why I made two different versions

of it without the problems it had beforehand, thus making it into a success. (as if it weren't already, being put into Renegade to begin with... Where's your credential there, hoss?)

:rolleyes:

Quote:in your eyes it's poor quality...so be it then, But aslong as the new gameplay is put out for others to build on they can do it better and increase the variety of maps this game can have.

It's actually you trying to turn this into "every1 neds a big huge flying penismobile so they can jump 50 meters in the air and teleport all over and omg omg lets destroy the C&C style of gameplay cuz i dont liek it (Makes me wonder why you even play a C&C game if you don't want its gameplay)"

There's a huge difference between putting what was intended for Renegade into the game and making flying penis mobiles and teleporting everywhere, or enormous wide-open space with absolutely nothing in it to cover up for your lack of talent or will to better yourself.

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [sniper12345](#) on Sat, 13 Mar 2004 03:04:25 GMT
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then why do people like it? Or why do people have low standards as you say?

Subject: Any Chance of making Tiberium_Cave_2 ?
Posted by [Aircraftkiller](#) on Sat, 13 Mar 2004 03:12:31 GMT
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I've seen people like shit-on-a-stick before. Why? Hell if I know.
