
Subject: Core Patch 2.. We should vote on what maps should be in it.

Posted by [Alkaline](#) on Sun, 05 Dec 2004 00:33:41 GMT

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

My picks:

High_noon_2.1

BunkersTS

Cairo

Tib_pit_3

Terrace

RuinsOX

NightOX

MARSH (assuming Sanda can fix it up...)

BasinTS/RiverRaid (since both are pretty much the same setup...)

Duel_Arena (arguably the best dm map thier is...)

Subject: Core Patch 2.. We should vote on what maps should be in it.

Posted by [mac](#) on Sun, 05 Dec 2004 01:29:01 GMT

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

We will do a map poll when we are preparing CP2. It's too early now. Maybe in February, or so..

Subject: Core Patch 2.. We should vote on what maps should be in it.

Posted by [trunkskgb](#) on Sun, 05 Dec 2004 16:38:51 GMT

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

I can't even begin to elaborate on how fan maps shoulda been used more in Renegade. I had to create my own server with fan maps just to play lol . You might have seen it....it's the "Dark Angels" server on WolSpy. I tried your serve Alkaline, but I would always get huge lag spikes for some reason.

Anyway, if you think about it, Rene had like what...9 maps? Then look at games like, Quake or Unreal Tournament, Call of Duty, Battlefield. They had an abundance of maps. In my opinion, Westwood should have released more maps to begin with.

Subject: Core Patch 2.. We should vote on what maps should be in it.

Posted by [Nightma12](#) on Sun, 05 Dec 2004 17:44:42 GMT

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

C&C_Walls_Reloaded.mix

i think EVERY map EVER made should be put into CP2, but then again, thats not possible auto-map downloader might be though

Subject: Core Patch 2.. We should vote on what maps should be in it.
Posted by [Alkaline](#) on Sun, 05 Dec 2004 20:17:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

walls_reloaded has a recon bike stuck in the air nightma...

Subject: Core Patch 2.. We should vote on what maps should be in it.
Posted by [Alkaline](#) on Sun, 05 Dec 2004 20:20:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

macWe will do a map poll when we are preparing CP2. It's too early now. Maybe in February, or so..

All I have to say is dont' like Crimson or any of the BHS Aircraftkiller lovin people decide what maps are going to be in because they will put in crappy maps like sand and gobi just because they were made by Aircraftkiller... I mean I really don't understand who is incharge of this because really the maps for cp1 were pretty mediocre with the exception of siege.

Subject: Core Patch 2.. We should vote on what maps should be in it.
Posted by [Nightma12](#) on Sun, 05 Dec 2004 20:26:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alkalinewalls_reloaded has a recon bike stuck in the air nightma...

i believe that is fixed on the l8est v

also, for those who think it is full of ViS errors, your also have an old V

<http://renmaps.com/index.php?action=download&id=108>

^^ go there for the l8est V

Subject: Core Patch 2.. We should vote on what maps should be in it.
Posted by [Aircraftkiller](#) on Sun, 05 Dec 2004 22:50:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

AlkalinemacWe will do a map poll when we are preparing CP2. It's too early now. Maybe in February, or so..

All I have to say is dont' like Crimson or any of the BHS Aircraftkiller lovin people decide what maps are going to be in because they will put in crappy maps like sand and gobi just because they were made by Aircraftkiller... I mean I really don't understand who is incharge of this because really the maps for cp1 were pretty mediocre with the exception of siege.

It's our project, we decide what to put in. Sand, Gobi and Snow were meant to go into the game to begin with... Now they're in. Stop your bitching.

Subject: Core Patch 2.. We should vote on what maps should be in it.

Posted by [Crimson](#) on Mon, 06 Dec 2004 00:26:26 GMT

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

The map decision was a group effort. Of course we favored the salvaged Westwood maps that Aircraftkiller built since this patch was intended to do things Westwood would have done if EA had the time.

Maps were also chosen based on popularity (like Seige which we got permission from the original designer to fix bugs on) and smaller file sizes.

We do intend to release more maps, and we also intend to eventually have a way to get any map that's running on a server (something like an auto-download).
