
Subject: The KOSs2 mappack: want your map in it?
Posted by [Goztow](#) on Wed, 23 Aug 2006 11:47:13 GMT
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These are the maps currently included in the mappack that The KOSs2 will make available for download as one zip-file soon.



























































This basically are all .mix-files in my own data-folder. I am aware I don't have many of the real new maps. Therefor I ask you which maps you'd like us to add.

The only thing i need is the link to where to download the .mix - file.

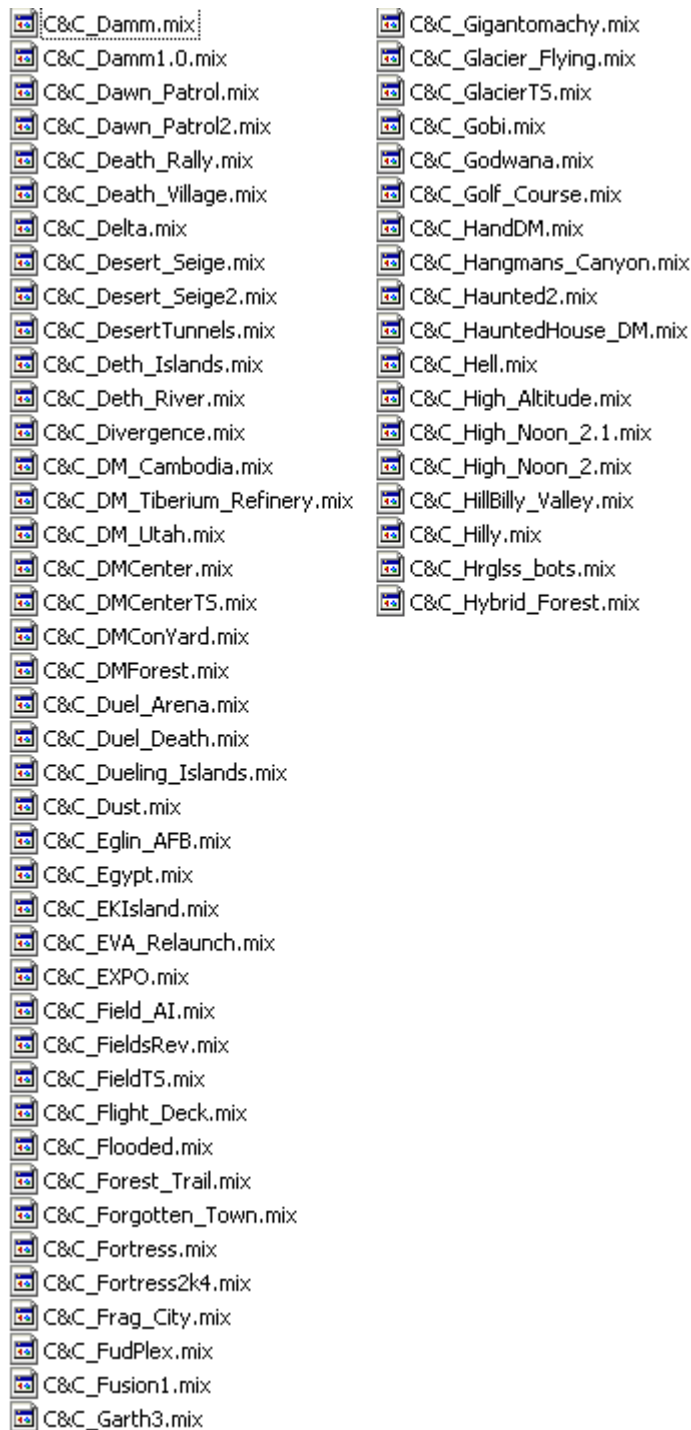
The download will be available in one week, so please reply before the 1st of september.

File Attachments

1) [ac.png](#), downloaded 471 times

 C&C_AD_Gateshead.mix	 C&C_Complex_SB.mix
 C&C_Aftermath.mix	 C&C_Compound.mix
 C&C_AI_can.mix	 C&C_Conquest_Island.mix
 C&C_AI_Garden.mix	 C&C_Conquest_Winter.mix
 C&C_Airbase.mix	 C&C_Country_Meadow.mix
 C&C_Alpine.mix	 C&C_Country_Side.mix
 C&C_Antarctica.mix	 C&C_Cover of Night v1.2.mix
 C&C_Area51_DM.mix	 C&C_CrashSite.mix
 C&C_Arena.mix	 C&C_CTF_Canyon.mix
 C&C_AwpMap.mix	 C&C_CTF_Complex.mix
 C&C_Base.mix	 C&C_CTF_Islands.mix
 C&C_Base_DM.mix	 C&C_CTF_Map1.mix
 C&C_BasinT5.mix	 C&C_CTF_Volcano.mix
 C&C_BattleCreek.mix	 C&C_CTF_Walls.mix
 C&C_BattleField.mix	 C&C_CTFCY.mix
 C&C_Battleground.mix	 C&C_CYTeamDM.mix
 C&C_Beach.mix	
 C&C_Belagerung.mix	
 C&C_BetaV3.mix	
 C&C_Big_Walls.mix	
 C&C_Bio.mix	
 C&C_Bot_Islands.mix	
 C&C_BoxedInV4.mix	
 C&C_bridge.mix	
 C&C_Bridge_The_Gap.mix	
 C&C_BunkersT5.mix	
 C&C_Cairo.mix	
 C&C_Canada_CTF.mix	
 C&C_Carnage-Club_Xtreme.mix	
 C&C_Caverns.mix	
 C&C_Caves.mix	
 C&C_Christmas_special.mix	
 C&C_City_AI.mix	
 C&C_City_Flying_Exp.mix	
 C&C_City_Flying_Re.mix	
 C&C_Clan420.mix	
 C&C_Cliffs.mix	
 C&C_CliffsLX.mix	
 C&C_Clover.mix	
 C&C_Colossus2r1.mix	
 C&C_Complex_AI.mix	
 C&C_Complex_Revisited.mix	

2) [dh.png](#), downloaded 463 times



3) [ir.png](#), downloaded 461 times

C&C_Iceworld.mix	C&C_No_Exit_DM.mix
C&C_Illusions.mix	C&C_Oasis_Flying.mix
C&C_Imbsua isles.mix	C&C_Outpost.mix
C&C_Islands_KOTH.mix	C&C_Overlook.mix
C&C_IslandsEVOs1.mix	C&C_Overlord.mix
C&C_Islandwars.mix	C&C_Pacific.mix
C&C_Jungle.Mix	C&C_Paradox_Harbor.mix
C&C_Jungle2.Mix	C&C_Pillars_AI.mix
C&C_Kanes_Castle_DM.mix	C&C_Pillars_DM.mix
C&C_Killer_Cove.mix	C&C_Pillars_Fly.mix
C&C_Killer_Cove_v2.mix	C&C_PipeFight_Evolved.mix
C&C_L01_Beta.mix	C&C_Plunder_Valley.mix
C&C_Land.mix	C&C_Pluthera.mix
C&C_Last_Stand.mix	C&C_Port.mix
C&C_Lightwave.mix	C&C_Portals.mix
C&C_Lightwave2.mix	C&C_Prison_Camp_DM.mix
C&C_LittleHillRumble2.mix	C&C_Quick_Draw.mix
C&C_Lunar_Landing.mix	C&C_Radiation.mix
C&C_Lunar_Landing_Race.mix	C&C_Raid.mix
C&C_Lunar2.mix	C&C_Ravine.mix
C&C_Mall.mix	C&C_Ribcage_Canyon.mix
C&C_Mars.mix	C&C_River_Camp.mix
C&C_Marsh_BETA2.mix	C&C_River_Canyon.mix
C&C_Meadow.mix	C&C_River_RaidT5.mix
C&C_MedicalLevel.mix	C&C_RiverValley.mix
C&C_Mesa_AI.mix	C&C_Roleplay.mix
C&C_Metro.mix	C&C_RP_Vesuv.mix
C&C_Metropolis.mix	C&C_Ruins.mix
C&C_MetroT5.mix	C&C_Ruins0X.mix
C&C_Militia.mix	
C&C_Mineshaft.mix	
C&C_MinesT5.mix	
C&C_Miracle.mix	
C&C_Miracle_2.mix	
C&C_Mountain.mix	
C&C_Mutant_Lab.mix	
C&C_MutationRedux.mix	
C&C_Niagra.mix	
C&C_Night_Mesa.mix	
C&C_Night0X.mix	
C&C_Nightclub.mix	
C&C_Nightfly2.mix	

4) [sz.png](#), downloaded 455 times

C&C_Sand.mix	C&C_Titanic.mix
C&C_Seal_Battle.mix	C&C_Tobruk.mix
C&C_SeasideCanyon.mix	C&C_Toy_Box.Mix
C&C_SeasideSunset.mix	C&C_Tropics.mix
C&C_Secretbase.mix	C&C_TwistedSystem.mix
C&C_Sewer1.0.mix	C&C_Under_AI.mix
C&C_Sidewinder.mix	C&C_Underpass.mix
C&C_Siege.mix	C&C_Uphill.mix
C&C_Silent_Dawn.mix	C&C_Urban_Rush.mix
C&C_Slash0x_Hideout.mix	C&C_Volc_AI.mix
C&C_Sniper_Islands.mix	C&C_Volcano_Flying.mix
C&C_Sniper_Islands_weather.mix	C&C_Walls_AI.mix
C&C_SniperField.mix	C&C_Walls_Reloaded.mix
C&C_Snipers_Canyon.mix	C&C_WasteFacility_DM.mix
C&C_Snipers-Revenge.mix	C&C_Wasteland.mix
C&C_Snipers-Revenge2.mix	C&C_Wilderness_DM.mix
C&C_Sniperwood.mix	C&C_Woodland.mix
C&C_Snow.mix	C&C_Worthy_Classic.mix
C&C_Snowfight2004.mix	C&C_YSL_Database.mix
C&C_Stalingrad.mix	C&C_ZapValley.mix
C&C_Storage.mix	
C&C_Storm_Walls_Flying.mix	
C&C_Strip_Mine.mix	
C&C_SunFusion.mix	
C&C_Sunken.mix	
C&C_Sunken_AI.mix	
C&C_Sunken2.mix	
C&C_SUSR_Infintry_Wars.mix	
C&C_T_Garden.mix	
C&C_Tech_City.mix	
C&C_Temple_Classic_V2_2.mix	
C&C_Temple_DM.mix	
C&C_Terrace.mix	
C&C_The_Final_Conflict.mix	
C&C_Tib_Pit_3.mix	
C&C_Tiber_River.mix	
C&C_TiberianWars.mix	
C&C_Tiberium_Cave.mix	
C&C_Tiberium_Pit_2.mix	
C&C_Tiberium_Temple.mix	
C&C_TiberiumPit.mix	
C&C_TiberiumRedux.mix	

Subject: Re: The KOSs2 mappack: want your map in it?

Posted by [Aprime](#) on Wed, 23 Aug 2006 12:35:50 GMT

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Where's Dirt vs. Rivers?

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [EvilWhiteDragon](#) on Wed, 23 Aug 2006 19:44:26 GMT
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my personal view on a map pack is that it should only contain maps that are in your server rotation, since else most of em will never be used.

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Tunaman](#) on Wed, 23 Aug 2006 19:49:48 GMT
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You also have to worry about which maps you give out because of collision between the terrain names, don't you?

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Shadow2256](#) on Wed, 23 Aug 2006 20:16:36 GMT
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Um, you should attempt making that a torrent, because that's a large bunch of maps...

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [YSLMuffins](#) on Wed, 23 Aug 2006 22:37:54 GMT
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That's a lot of maps! I don't see how you'll feasibly distribute that beast besides using a torrent as Shadow said.

Does anyone really play on that many maps online?

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Nightma12](#) on Wed, 23 Aug 2006 22:45:46 GMT
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i will be mirroring it

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Oblivion165](#) on Wed, 23 Aug 2006 22:48:49 GMT
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Ralphzehunter wrote on Wed, 23 August 2006 15:49 You also have to worry about which maps you give out because of collision between the terrain names, don't you?

Im 99% positive that leveledit will only pull the terrains out of a m*.mix, so i dont think there is a problem there.

Im sure more than one person named their terrain "terrain.w3d", so I would bet it is safe from such things.

An easy test could be done, but im too lazy to do it.

Subject: Re: The KOSs2 mappack: want your map in it?

Posted by [Goztow](#) on Thu, 24 Aug 2006 08:09:03 GMT

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The mappack is some kind of replacement for the übermappack that MP-gaming hosted but that a lot of crap in it (skins, sounds) too. This one is clean.

No, I didn't and will not test all the maps for collisions.

We will host this at best means. If you want the maps that are in our rotation, you just need CP2 or download it from www.thekoss2.org/maps . This is just for people that want a big collection of maps to test/try/play on with friends/use in funwars/...

We will be hosting it on our dedicated at best means. I doubt 100s of people will be downloading it though: most people don't care neough about fanmaps . AOhost is kind enough to put a mirror up for it too and maybe lmsbc will also mirror. We will also offer this in 4 seperate smaller mappacks, just so you can download them 1 by 1 and don't need to give it all your bandwith in one long run (for slower connections).

I might make a torrent of it too, who knows, but I doubt enough players would seed it.

Subject: Re: The KOSs2 mappack: want your map in it?

Posted by [Oblivion165](#) on Thu, 24 Aug 2006 13:20:42 GMT

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Goztow wrote on Thu, 24 August 2006 04:09The mappack is some kind of replacement for the übermappack that MP-gaming hosted but that a lot of crap in it (skins, sounds) too. This one is clean.

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I might make a torrent of it too, who knows, but I doubt enough players would seed it.

I merged the Uber Map Pack with our Renhelp.net collection (Removed the custom skins of course). I should be making an Auto-Downloader that will read your data folder and download the missing maps to make your collection complete.

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [danpaul88](#) on Thu, 24 Aug 2006 20:15:39 GMT
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imo massive map packs are pretty daft, why download 250 maps, of which you will only play about 20 of them? Download maps as you need them, and any mappacks for servers you play on reguarly...

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Goztow](#) on Thu, 24 Aug 2006 20:18:18 GMT
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Most people aren't all too fond of installing 3rd party programs like this, I'm afraid. Though I do like the idea. To make this kind of stuff successful, it should be integrated in Renguard.

A start would be that Renguard checks the rotation of the server you are playing in and when you leave it, proposes to download a fanmap in the rotation that you don't have in your data directory. Renguard can already fidn teh rotation (it does for the motd) and if your program works, it could be combined.

I wonder if the Renguard crew would support this idea...

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [danpaul88](#) on Thu, 24 Aug 2006 20:23:40 GMT
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Well I for one would support the idea, it's fairly straightforward really, as long as a server registers all its fanmaps on some kind of server database, although RG would have to wait until you chose a server to join, check the database to see what maps you need, check which maps you HAVE, and if your missing any close renegade, download them, and relaunch renegade (perhaps using direct join to put you back in the server you were joining when it closed renegade).

And if you dont know why it has to close Renegade: New maps wont work until Renegade is

restarted.

But... since I am not on the RG team... my opinion means squat ^^

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Oblivion165](#) on Thu, 24 Aug 2006 22:37:04 GMT
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Goztow wrote on Thu, 24 August 2006 16:18 Most people aren't all too fond of installing 3rd party programs like this, I'm afraid. Though I do like the idea. To make this kind of stuff successful, it should be integrated in Renguard.

A start would be that Renguard checks the rotation of the server you are playing in and when you leave it, proposes to download a fanmap in the rotation that you don't have in your data directory. Renguard can already find the rotation (it does for the motd) and if your program works, it could be combined.

I wonder if the Renguard crew would support this idea...

I tried that, I layout out an outline of what I purposed to do but they turned it down.

You really don't use 3rd party programs? I've made several useful programs for renegade modding. Nothing like Blaze Regulator or anything like that, but for instance my image mapper to make animated textures for renegade.

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Goztow](#) on Fri, 25 Aug 2006 06:46:50 GMT
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I didn't say I don't, I said other people don't. Remember all the posts when Renguard was released about all the people that didn't want to use a 3rd party program? The only way to convince these people was with spamming them with popups while playing. Sad indeed, but the only way apparently...

Subject: Re: The KOSs2 mappack: want your map in it?
Posted by [Halo38](#) on Fri, 25 Aug 2006 12:45:02 GMT
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Your missing 3 of my recent maps

C&C_Arid.mix
C&C_Ancients.mix
C&C_DM_Ancients.mix

found here: www.laeubi.de/halo38/maps

Subject: Re: The KOSs2 mappack: want your map in it?

Posted by [Try_lee](#) on Sat, 26 Aug 2006 17:27:47 GMT

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Seeing as you have some Aircraftkiller maps in there already you should add in The Woods Today, probably the best looking Renegade map he's released.

It's on the den for download here. For some reason Lion hasn't added it to the main maps page, from what I can see.
