Subject: GSA Infantry Server
Posted by General Havoc on Sun, 04 May 2003 23:20:30 GMT
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If anyone is interested, there is an infantry only server that is run by my clan's host. It is a 16 Player server running in Gamespy mode and it's called nn's Infantry Server. If you fancy a game then stop by, it makes a change from the normal C&C Mode maps. It is run alongside nn's Renegade Server, which is a normal C&C mode server. The maps are listed below:

InfantryServer

- Antarctica
- DM Cambodia
- Beach
- MedicalLevel
- Forest Trail
- Hand DM

The maps are available from the maps folder located at renegade.neurit.de/maps. There is also a map list for both servers there.

To check the current status of either servers go to renegade.neurit.de/online and click the link the the server.

Just thought this may interest some people who play on Gamespy mode servers. nn's Renegade Server and nn's Infantry Server is normally busy in Europen daytime but feel free to play there if you fiind enough people when it's empty.

_General Havoc

Subject: GSA Infantry Server
Posted by Aircraftkiller on Sun, 04 May 2003 23:51:36 GMT
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2002-11-01 - Map Glacier-Flying - removed (too big, too much lag)

Dumbasses. :rolleyes:

At least they didn't alter my zip files, except by renaming them...

Glad the readme files are still intact.

Subject: GSA Infantry Server
Posted by Duke of Nukes on Mon, 05 May 2003 06:29:46 GMT
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Too big I can understand...but I assume by lag he means FPS issues...and with infantry only...I dont see why you'd get any of that...

Subject: GSA Infantry Server
Posted by General Havoc on Mon, 05 May 2003 08:57:43 GMT
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That was the original Glaicier Flying, the first version before it was included in the Westwood Studios patch. It did lag the server though and at the time we were running full time on 32 players, it became unenjoyable when the SFPS hit less than 30. Now I don't want a flame war but we know that Glaicier Flying did have it's bugs. I think that it is a good map but it does have it's problems, C&C_Glaicier fixed most of these and it plays better without the flying vehicles. Also I love thet new MRLS

That map was on the Main Server and not the Infantry Server if you look carefully and has appeared on the server a few times for testing.

_General Havoc