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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

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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).

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