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Subject: Re: how many mix maps do people have?  
Posted by [Goztow](#) on Mon, 21 Aug 2006 14:37:03 GMT  
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trooprm02 wrote on Mon, 21 August 2006 16:27 Why would you download 200+ maps if you will only play like 10 of them that servers actually put in their rotation?

1. For lazyness: it's easier to download maps one time than to download them each time one of those new maps is coming up in the rotation;
  2. To break through the circle of "server: I don't put fanmaps up because noone has them -  
Player: "I don't download fanmaps because no server has them"
  3. It allows you to test new maps
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