Beta? This thing is not even worth a beta.
I'm sorry but anyone that sais this map looks good for a first time didnt play this map or is to lazy to give criticism.

Let's get started on the things to improvelist.
- The zip is 8 mb which has a 7,1 mb mp3 song in it!!!!!
- On the harddrive the map has the same size as the default islands(10mb).
- The zip containts screenshots which do not display only the map.
(Yes I tried to explain this earlier when you display a map only display the map and not other stuff like bloom etc)
- Pcts do not work
- Buildings do not work
- When you walk over the water you simply just fall down and die
- The terrain consists out of unwelded planes. When you make a map the terrain consists out of one welded plane! (Or the planes are perfectly aligned)
- The buildings placements have the z-buffer fighting (drill holes in the map!)
- No crates or weaponspawn
- Beacon zones are missing

To give an example what a player will experience without the bloom. I spy Z-buffer fighting low poly terrain.

I really don't want to be an ass here.
But this thing isnt even worth being a map.

So besides the renting and raving up there.
I would recommend that you check out the tutorial over at Renegadehelp. They contain usefull information to make maps.

I took the liberty to import the map in my Renx to see what you did.
All I can see is you have been pasting planes above each other.
This will cause major z-buffer fighting and you need to jump to get in the bunkers and such.
The water you tried adding should be one plane!
The boundaries need to be different and also need te be made out of one plane. Then select the edges and extrude.

But first things first try to get your way around Renx.
In my eyes you didn't even master the basics yet.

This post is not ment to offend you Good-One-Driver.

It's good that you are trying it out but you should have kept the map in modforum. If you need any help just say so.
I can show you some basics which will improve your map a lot.