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Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 15:31:42 GMT

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If by a few, you mean this?

C&C\_Bunkers.mix | Version 2.0  
C&C\_Basin.mix | Version 1.2  
C&C\_BasinTS.mix | Version 2.0  
C&C\_Beach.mix | Version 1.0  
C&C\_City\_Flying\_Exp.mix | Version 1.2  
C&C\_Country\_Meadow.mix | Version 2.0  
C&C\_CYTeamDM | Version 1.0  
C&C\_DMCenter.mix | Version 1.0  
C&C\_DMCenterTS.mix | Version 2.0  
C&C\_DMConYard | Version 1.1  
C&C\_Eglin\_AFB.mix | Version 1.0  
C&C\_Flight\_Deck.mix | Version 1.0  
C&C\_Forest\_Trail.mix | Version 1.0  
C&C\_Glacier.mix | Version 1.1  
C&C\_GlacierTS.mix | Version 2.0  
C&C\_Golf\_Course.mix | Version 1.0  
C&C\_Land.mix | Version 1.0  
C&C\_Mars.mix | Version 1.0  
C&C\_MedicalLevel | Version 1.1  
C&C Metro | Version 1.0  
C&C MetroTS | Version 2.1  
C&C\_Metropolis.mix | Version 1.0  
C&C\_Mines.mix | Version 1.3  
C&C\_MinesTS.mix | Version 2.1  
C&C\_River\_Canyon.mix | Version 1.0  
C&C\_River\_Raid.mix | Version 1.0  
C&C\_River\_RaidTS.mix | Version 2.0  
C&C\_The\_Woods\_Today | Version 1.0

Let's add up what I did for Red Alert: A Path Beyond as well... Beyond just leading the project for three years.

RA\_Test  
RA\_ForestofIllusion (several revisions)  
RA\_CanyonRiver  
RA\_Bunkers  
RA\_APathBeyond  
RA\_KeepOffTheGrass (several revisions)  
RA\_Fissure  
RA\_RidgeWar  
RA\_TheWoodsToday  
RA\_ShallowGrave

RA\_Metro  
RA\_River\_Raid  
RA\_CamosCrossing  
RA\_NorthByNorthwest  
RA\_Volcano  
RA\_Fjord

"A few" maps would be two, maybe three. "A few" does not even come close to the 44 I listed. In comparison, Renegade only has 12 or so. I'm sure moderating a server isn't an easy task, but it is in no way comparable to the amount of work required to produce levels that are ready-to-play.

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