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Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 30 Sep 2013 18:51:03 GMT

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that too

fan maps are a neat idea, but they're doomed for two reasons

one, the majority of Ren players don't have the maps and the games generally have low player counts

two, the majority of fan maps are pretty huge, so the small number of players and massive terrain make for some pretty empty and uneventful games

(on top of that, most fan maps are largely unfinished and kind of trashy)

if you look at the stock Renegade maps, they aren't that big at all