
Subject: Titan's maps vs ACK's maps (split off)

Posted by [Crimson](#) on Mon, 16 Feb 2004 11:09:50 GMT

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AlkalineSounds good, but only original maps made by each author are eligible, no maps in which ww contributed,
so exclude any variation of: Bunkers, glacier, mines, metro, land, sand, gobi

Why? He earned the right to do those maps. Not that I fear not being able to include those maps...

Quote:Any of titans should be acceptable, as he made them all from scratch. This will test each map makers true ability.

No problem

Quote:But crimson, I wonder why you even propose a such a challenge when you know the likelihood of you actually hosting new maps (coupled with the threat that you will loose the precious traffic from your server with new maps) is virtually inexsistant.

1) I know I'm right, and if I'm not right, I want it to be proven, not because some forum idiots are jealous.

2) I have enough bandwidth and power to throw two more servers online for this. I was only lacking serials, but I just got some more. And since when did I say my server traffic was "precious"?? I'm hosting RenAlert, aren't I? Wasn't that a fan-made game? OMG IT WAS!!! Your complete stupidity and ignorance floors me at times.

I wouldn't have proposed this little challenge if I wasn't willing to follow through.

Now, here's what I propose:

Two servers, 20 players. I can collect data for unique IPs that visit the server and how long they play in them.

The results will be categorized into Playability and Popularity. The one with the most playable maps will be the one who racks up the most total game time. The Popularity winner will have racked up the most unique IPs visiting the server.
