Subject: UNServ Mod Maps (updated)

Posted by Duke of Nukes on Sun, 23 Mar 2003 07:23:36 GMT

wouldn't it be awesome if you morons could keep from turning a single one of my posts into a flame war? Seriously...before I tried to start an infantry only league...and everyone decided to flame me because of it. Then when ctf came out, I asked a few people to see if any would be interested in a CTF league...and got flamed. Now I post a list of maps that we're going to be playing on the server...and get flamed again.

I personally only like 1 of your maps, ACK...and that's Mines. Since the server started doing this, this is the feedback I have seen oriented around maps:

1. Boxed In - 9 out of 10 people enjoy it, no lag or bugs
2. siege - Haven't heard a single complaint
3. tiberium temple - 1 complaint about the tiberium creatures
4. hangmans canyon - No complaints
5. mines - several people have attempted B2B
6. secret base - we got 1 point whore
7. dawn patrol 2 - 1 bug and a few complaints about the spacing of the buildings
8. conquest island - a few lag issues, sometimes a direct hit on something does no damage
9. delta - slightly confusing to some at first, nothing else
10. Tropics - seems to be unbalanced in nods favor, I personaly got an issue where the obelisk shot me while I was inside it. It's possible and relatively easy to shoot a person standing in front of the agt or obelisk. Several Vis errors
11. River Canyon - a mammy didn't seem to be able to shoot stealths from behind the weapons.
12. Duel Death - required too much teamwork that people couldn't provide. Bad placement of the HON where you could get in and beacon easily while both obby's are still up.
13. Gigantomachy - I've heard no complaints other than it's hard to destroy buildings from Crimson. In game, everyone seems to enjoy it.