
Subject: Should the maps we are making available be optional or not?

Posted by [Alkaline](#) on Thu, 10 Jun 2004 20:10:08 GMT

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I'm sorry but sand & gobi should not be in the update core patch imo, they are some of the most boring maps... Ack's RiverRaidTS & MetroTS are much better.

FieldTS, unless elevators are going to be removed should not be added because of the elevator ion/nuke glitch, (once you place a nuke/ion inside the elevator, its next to impossible to disarm that thing) not to mention this map uses more SFPS then regular maps. Also the nod buggy glitch, wher the buggy can go into the tunnels needs to be fixed.

Core updates sound good, but I think maps like High_Noon_2.1 or Tib_Pit_3, Terrace, Ruins0x would be great, but this ofcourse would depend on what the authors have to say, I don't think Titan would have a problem though.

Any way, seeing as how ack is a part of BHS, the first map pack should consist of his maps:

BunkersTS, MetroTS, GlaceirTS, BasinTS, RiverRaidTS

5 top class maps in my opnion.

FieldTS,MinesTS,GolfCourse are good too but the elevator nuke glitch ruins every thing :/
