How many of you people have actually played Glacier on a 20+ player server? There is no lag. The latency does not get effected by Glacier. If you'll notice, (because teh FUD1 server is only on a ~700mhz Celeron) teh SPFS drop minorly. Likewise, my fps drop about 10% because of it. It doesn't affect my gameplay experiance very much at all.

The map is large, and if the server can't take it, you'll get the illusion of lag, when it's really just the server computer trying to catch up.
That is not the map-maker's fault. The map runs quite nicely on a 2ghz machine with a RIVA TNT.

You people are making this a vendetta when there doesn't need to be one. The maps is good, you want I wrught this, the maps is good! Stop whining because you don't like the guy, and enjoy his work, because it IS good.