Subject: A very comprehensive listing of maps.
Posted by KIRBY098 on Thu, 29 Apr 2004 15:02:48 GMT
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Yes I know not all of them are perfect, but a lot of playability in a great many of them.

Can I request that any release of mappacks include JPereiera's Haunted house.

http://www.renegadezone.com/ModsIndex/ListMods.asp?StartTitle=C

Subject: A very comprehensive listing of maps.
Posted by Aircraftkiller on Thu, 29 Apr 2004 17:33:42 GMT
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I doubt we're putting deathmatches in.

95% of everything on that site is really poor quality and will not make the QA checks.

Subject: A very comprehensive listing of maps.
Posted by KIRBY098 on Thu, 29 Apr 2004 17:39:27 GMT
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I understand that. Per Blazer's post, he states there will be Blackhand revamping of maps. So you can take the bad, and make it good.

I also see no reason DM maps wouldn't make it. Good clean fun.

Subject: A very comprehensive listing of maps.
Posted by Aircraftkiller on Thu, 29 Apr 2004 17:42:16 GMT
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Official ones, yes. We're not fixing anyone else's work without their consent, and I really don't have the time to fix anything but standard WS work.

Subject: A very comprehensive listing of maps.
Posted by KIRBY098 on Thu, 29 Apr 2004 17:51:17 GMT
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We'll take what we can get. I would hope you would put some of your older work in though. You may not think it's worthy, but they are still fun to play.

Subject: A very comprehensive listing of maps.
Posted by Naamloos on Thu, 29 Apr 2004 18:12:06 GMT
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Maps like HandDM are fun! you could make a MP map of all the SP buildings, that would be nice. Also all the SP missions (maybe not all).

Subject: A very comprehensive listing of maps.
Posted by Crimson on Thu, 29 Apr 2004 20:44:31 GMT
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I hate to differ, but I think ACK wasn't in the room when we talked about it. We do want to release other game mode maps... soon.

Subject: A very comprehensive listing of maps.
Posted by mrpirate on Thu, 29 Apr 2004 22:29:47 GMT
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In a lot of those maps, there's really nothing to work with.