Subject: CP 2 Maps
Posted by alienorb on Tue, 18 Jan 2005 14:59:58 GMT
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Um... What maps are you thinking of putting to CP2?
I'd like to propose the maps: Tropics, BasinTS, BunkersTS, Terrace, Fortress2k4 and maybe
Lightwave1 or 2.
Or maybe you could have some kind of a puplic poll to see which maps people want in it. Just a
suggestion.

Subject: CP 2 Maps
Posted by RTsa on Tue, 18 Jan 2005 15:45:46 GMT
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Yeah, I've been wondering about that too. alienorb's map suggestions are also good, though I've
never played Lightwaves so I can't say anything about those...
A poll would be good, maybe put the most popular maps there.
Oh, I'd like to suggest Mars. (If it's not too buggy...or you can fix them)

rtsa2

Subject: CP 2 Maps
Posted by alienorb on Tue, 18 Jan 2005 15:50:44 GMT
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Oh and sorry if this is in the wrong forum gategory...

Subject: CP 2 Maps
Posted by zunnie on Sat, 22 Jan 2005 03:57:46 GMT
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Good maps that are in rotation on FanMaps are:

BunkersTS
Lunar_Landing
SeasideSunset
Uphill

I would severely recommend these maps because they contain the
five elements for a "Westwood Map Alike":
1) They are pretty original
2) They are fun
3) They have little to no bugs at all
4) They are not too big/small

5) Pretty alot of people already have these maps

And also btw if you dont already have these maps and are reading this:
Locate your ugle ass on http://www.fanmaps.net/downloads/ and download
them already ffs!

[zunnie]

Subject: CP 2 Maps
Posted by alienorb on Sat, 12 Feb 2005 16:29:05 GMT
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Can a team member say... well, something?

Subject: CP 2 Maps
Posted by mac on Sat, 12 Feb 2005 16:45:04 GMT
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Too early to tell.
Before CP2, there will be RenGuard 1.04, and that's still weeks to months away.

Subject: CP 2 Maps
Posted by ghostSWT on Sat, 12 Feb 2005 16:57:23 GMT
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macRenGuard 1.04, and that's still weeks to months away. months   i was thinking/hoping it was
more like 1-2 weeks at most

Subject: CP 2 Maps
Posted by Buavey on Sat, 12 Feb 2005 17:11:42 GMT
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Some nice suggestions but Lightwave 1 and 2 should be modified if anything, these maps cause
to much problems with your FPS unfortunately, althought there very nice maps! May Haunted
House 2, thats always been a fun map!

Subject: CP 2 Maps
Posted by IRON FART on Sat, 12 Feb 2005 19:56:00 GMT
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C&C_Conquest_Winter is a really really fun map to play.

Subject: CP 2 Maps
Posted by zunnie on Sun, 13 Feb 2005 03:13:36 GMT
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IRON-FARTC&C_Conquest_Winter is a really really fun map to play.

Yea, this map is t3h ownage

Subject: CP 2 Maps
Posted by 2000_years on Sat, 19 Feb 2005 02:18:30 GMT
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conquest winter? that map is maximus boringus. every game ends in a stalemate.
It's one of only a few maps that when it comes on in UNRules Custom, everyone goes "oh no, not this map" "gay map"

Subject: CP 2 Maps
Posted by alienorb on Sat, 19 Feb 2005 21:08:52 GMT
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macToo early to tell.
Before CP2, there will be RenGuard 1.04, and that's still weeks to months away.

Thanks. It's nice to see you guys working so hard on RG.

Subject: CP 2 Maps
Posted by Alkaline on Wed, 23 Feb 2005 07:46:23 GMT
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i can tell you that conquest winter loads, mods always enable vote, and it usualy votes out...

Let me tell you the top 3 maps that people like on unrules:

- Cairo
- Tib Pit 3
- Terrace

Based on statistics I have done with the logs, these maps have the highest number of players in when they are loaded, they have the highest number of requests to be played in map votes and they have the least number of people to leave once they join.

Will they be in CP2? NO because bhs don't like titan

Subject: CP 2 Maps
Posted by Crimson on Wed, 23 Feb 2005 19:38:25 GMT
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Untrue. We have already approached him about using his maps in Core Patches. Just because none of his maps made the cut for CP1, doesn't mean we "don't like him".

Subject: CP 2 Maps
Posted by Aircraftkiller on Wed, 23 Feb 2005 20:09:19 GMT
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His work sucks to begin with, it isn't at the quality or gameplay level that a game level needs to be at for inclusion in a core patch.

Subject: CP 2 Maps
Posted by Titan1x77 on Fri, 25 Feb 2005 11:30:20 GMT
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ACK..just quit acting like your maps were so much better. You have no idea of what should be in a corepatch for the group of exisiting Renegade players.

The fact is your maps (original idea maps) didnt play any better then quite a few of mine, alot of your maps were pretty shitty gameplay wise. Before even playing a map that I made, you wouldn't like it. Cairo, Terrace, High noon, Lightwave1&2, Tiberium cave, and Uphill are all well liked by the community of fanmaps players.

Subject: CP 2 Maps
Posted by RTsa on Fri, 25 Feb 2005 13:17:45 GMT
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I'd like to add River_RaidTS to the suggestions. It's so much fun!

Subject: CP 2 Maps
Posted by zunnie on Fri, 25 Feb 2005 16:08:20 GMT
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Yea RiverRaidTS is very nice also.

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http://www.fanmaps.net/downloads/renegade/screens/maps/river_raidts.png

One of my favs this

Subject: CP 2 Maps
Posted by Aircraftkiller on Sat, 26 Feb 2005 11:48:53 GMT
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Titan1x77ACK..just quit acting like your maps were so much better. You have no idea of what should be in a corepatch for the group of exisiting Renegade players.

The fact is your maps (original idea maps) didnt play any better then quite a few of mine, alot of your maps were pretty shitty gameplay wise. Before even playing a map that I made, you wouldn't like it. Cairo, Terrace, High noon, Lightwave1&2, Tiberium cave, and Uphill are all well liked by the community of fanmaps players.

Who also liked Fortress, and that little place where the entire landscape was a bunch of boxes with no textures. You suck at making game levels.

Subject: CP 2 Maps
Posted by Spoony_old on Sat, 26 Feb 2005 11:56:56 GMT
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What I'd love is Field without the ramjets. None of that underground tunnels and lifts crap, just Field as it is with the bugs smoothed out (tunnel beacons, base 2 base, ob walk and the bad spawnpoint in the Hand) and Ramjets nerfed.

Subject: CP 2 Maps
Posted by Renx on Sat, 26 Feb 2005 19:59:00 GMT
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I'm pretty sure you could do that with server side mods. Just add blockers infront of the tunnel doors and take out the ramjet.

Subject: CP 2 Maps
Posted by Spoony_old on Sat, 26 Feb 2005 22:13:37 GMT
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If I knew how to do that, I would

Subject: CP 2 Maps
Posted by SuperMidget on Thu, 03 Mar 2005 18:55:36 GMT
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Titan1x77ACK..just quit acting like your maps were so much better.
But they are :rolleyes:

Tib_pit_3: Sucks imo
Cario: Terrible unless you have at least 10 players in game
Never played terrance

Subject: CP 2 Maps
Posted by flyingfox on Thu, 03 Mar 2005 21:20:10 GMT
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Spoonywith the bugs smoothed out (tunnel beacons, base 2 base, ob walk and the bad spawnpoint in the Hand) and Ramjets nerfed.

I wouldn't nerf tunnel beacons, they give you a reason to stick around there.

Plus some renegamers consider a tunnel beacon to be tactically useful and fair (since either team can do it)

Subject: CP 2 Maps
Posted by Aircraftkiller on Wed, 09 Mar 2005 01:56:35 GMT
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Placing a strike beacon in those hallways is something that WS considered a valid tactic. I remember because I saw Delphi and Devinoch arguing about it. Obviously Delphi was not the Renegade community manager and had no idea of what was going on with the game. Devinoch gave it his blessings.

Subject: CP 2 Maps
Posted by flyingfox on Wed, 09 Mar 2005 02:01:59 GMT
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I know, the problem is the way it is spread around as being an exploit. that makes people believe it so instead of consider it theirself. If people said that it was fair, and many servers allowed it, people would think it was OK and tell others they are n00bs for thinking it's an exploit.