
Subject: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Fri, 05 Aug 2005 15:32:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can submit the map here: <http://www.multiplayermaps.net/downloads/submit/>
also please include screenshots, thx.

Im gonna remake the UberMapPack soon, but i still need
to know if there are maps available that are NOT yet
on the current list.

So if anyone knows a few maps that are not on the list, please
post them and include a screenshot please if possible

<http://www.multiplayermaps.net/downloads/ren/mappacks/UberMapPack.txt>
This is the current list, these maps i dont need of course.

Thanks!

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Mindtzar](#) on Fri, 05 Aug 2005 16:09:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol zunnie u r so kool!!!1

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [TheMouse](#) on Fri, 05 Aug 2005 16:20:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

oh snap!

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Fri, 05 Aug 2005 21:25:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

You may want to add "/end sarcasm" tags , people might
think you are serious.

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Uberfahr](#) on Sat, 06 Aug 2005 09:32:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Who gave permission to use my name in that MapPack?

/Joke off

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [pulverizer](#) on Sat, 06 Aug 2005 09:52:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

You could ask halo38 for his DM_Ancients map.

<http://www.renegadeforums.com/index.php/t/15192/301/>

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Sat, 06 Aug 2005 12:49:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea i know about that one Will include it in a newer version of mappack

Lol @ Uberfahr

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Sun, 07 Aug 2005 14:32:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Anyone??

Or is DM_Ancients the only most recent new map then? :S

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Halo38](#) on Sun, 07 Aug 2005 18:39:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you could wait a few days (maybe a week) i'm going to make an infantry only version of ancients with a single building to destroy for each team. a bit like the ones seen in the haunted house maps .

I don't usually remake maps but infantry only seems quite popular on the servers atm. I really need a week from now as I'm working shifts atm and it's tiring.

I'll also adding a repair gun to the random weapon spawners and having a go at fixing the water.

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Lijitsu](#) on Sun, 07 Aug 2005 18:55:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Halo38 wrote on Sun, 07 August 2005 14:39If you could wait a few days (maybe a week) i'm going to make an infantry only version of ancients with a single building to destroy for each team. a bit like the ones seen in the haunted house maps .

I don't usually remake maps but infantry only seems quite popular on the servers atm. I really need a week from now as I'm working shifts atm and it's tiring.

I'll also adding a repair gun to the random weapon spawners and having a go at fixing the water.

Yeah, i know, i havent used a positive picture yet, but ive got a few that i wanted to use.

File Attachments

1) [1337-Fish.jpg](#), downloaded 829 times



Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Sun, 07 Aug 2005 19:25:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll wait for that one then. Meanwhile i need to know about other maps to put in there lol..

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Lijitsu](#) on Mon, 08 Aug 2005 06:49:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

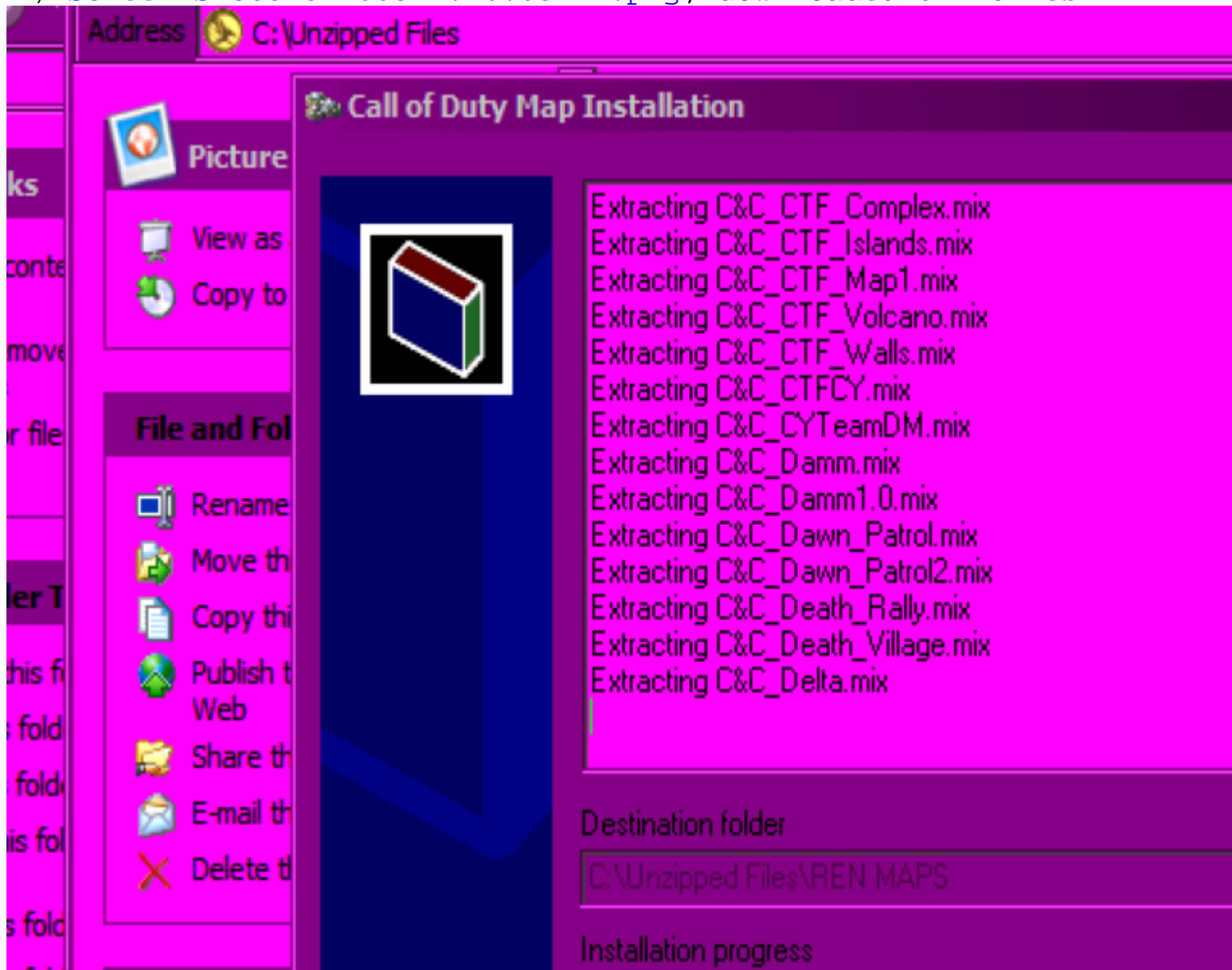
zunnie wrote on Sun, 07 August 2005 15:25: I'll wait for that one then. Meanwhile I need to know about

other maps to put in there lol..

I would also fix the installer name, since you're changing things.

File Attachments

1) [Screen Shot8-8-2005-2.46.03 AM.png](#), downloaded 674 times



Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Mon, 08 Aug 2005 14:35:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea lol,.. i accidentally selected the "CodMap" profile when i was packing it back then :S oops..

but no fkn way im going to redo that stuff just for that name

lol.. took about 3 hours to pack it all +1 hour to upload it o.o

And omfg, your windows theme is like really ugly with that purple pink shit lol

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Lijitsu](#) on Tue, 09 Aug 2005 00:47:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

You should have seen the SBH Red. I couldnt read what i was typing, it was so bad. If you want, ill send you a screen shot.

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [matty3k10](#) on Tue, 09 Aug 2005 15:44:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

C&C_Standoff.mix fairly new map made by Tripic a little while ago.

You Can Download Standoff at http://www.ucandevelopments.com/C&C_Standoff.zip

You can find some screen shots of the map at

<http://xphazegaming.com/forum/index.php?showtopic=511>

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [zunnie](#) on Tue, 09 Aug 2005 18:31:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice, looks good Oo

Downloading.. Will put it on site soon and include it in the mappack when its remade.

File Attachments

1) [sc_006.jpg](#), downloaded 486 times



Subject: Re: New UberMapPack - Any1 know recent maps?
Posted by [Tiberium Hunter](#) on Thu, 11 Aug 2005 09:45:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

is that inculd? call me a dumbass if I did something wrong

<http://www.unrules.com/>

and why I have the feeling I can't download the map pack?

Subject: Re: New UberMapPack - Any1 know recent maps?
Posted by [zunnie](#) on Thu, 11 Aug 2005 12:54:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

?

Subject: Re: New UberMapPack - Any1 know recent maps?
Posted by [Tiberium Hunter](#) on Thu, 11 Aug 2005 14:25:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

never mind.

by the way I'm having problems with the Map Packs at the site I just mentioned, I downloaded all but I still can't play at the server, it said I am missing some maps, what did I actually done wrong?

Subject: Re: New UberMapPack - Any1 know recent maps?
Posted by [zunnie](#) on Fri, 12 Aug 2005 08:18:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you extract the maps to your data dir?
Maybe they added a few other new maps to rotation which are not yet in their mappacks. www.google.com < search for them

Subject: Re: New UberMapPack - Any1 know recent maps?
Posted by [Tiberium Hunter](#) on Fri, 12 Aug 2005 10:26:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Data dir? I just extracted them to the data directory and I can run them all on lan so...?

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Halo38](#) on Sat, 13 Aug 2005 15:33:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Halo38 wrote on Sun, 07 August 2005 14:39i'm going to make an infantry only version of ancients

Going to need a few more days on this it's nearly done the texturing is taking a while.

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [Tiberium Hunter](#) on Sun, 14 Aug 2005 11:07:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

seems like serching for the Uber MapPack actually worthe it, because all the maps were there!

Subject: Re: New UberMapPack - Any1 know recent maps?

Posted by [RTsa](#) on Tue, 16 Aug 2005 16:07:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

CP2 maps. They're probably there already, but since they'll correct the bugs and all, you might get errors.

Though I bet you already thought of that.
