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Subject: Where did all the new Maps Go

Posted by [Spanckymcs](#) on Thu, 06 Apr 2006 17:04:17 GMT

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I downloaded RenGuard a few months ago and at first there were a bunch of new maps that the servers would bring up. As well as little add ons like MRLS with rotating racks. Lately, though it has just been the usual (hour glass, walls, valcano, under, etc.) and no custom effects. I am still playing on the same servers (noobstories, noobless, Jelly, Blackcell) and I am not getting kicked for not having RenGuard so I am puzzled.

Did the servers change, or is there something going on with my RenGuard that no longer gives me access to the new things?

Thanks in advance,

Spank

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Subject: Re: Where did all the new Maps Go

Posted by [GrimmNL](#) on Thu, 13 Apr 2006 22:37:15 GMT

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most of the server are not running the cp1 and cp2 maps because, not a lot of people have cp2 and if they do they dont have the cp1 maps unless the have that aswell...

server owners like to see there servers full. running cp maps just doesn't fill your server.

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Subject: Re: Where did all the new Maps Go

Posted by [Goztow](#) on Fri, 14 Apr 2006 06:45:06 GMT

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We still run siege, snow and bunkersTS and it goes well (as in stays half full on these maps more or less).

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Subject: Re: Where did all the new Maps Go

Posted by [Spanckymcs](#) on Mon, 17 Apr 2006 18:02:15 GMT

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What is the server name, is it on WOL? I liked those 3 maps.

I see Unrules has a new maps server with a lot of players on it most of the time. I have not gone that route because I dread having to spend the time on 6 downloads that each take about 30 minutes (256K DSL ain't what it used to be). It may come to that though.

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I remember when I downloaded Renguard that I had to pull in the map packs. Most people playing use Renguard from what I see so I would think almost everyone on line would have the map packs already so adding the new maps to the rotation would not kick too many people.

Spanck

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