
Subject: QUICK AND GOOD QUSTION

Posted by [thrash300](#) on Thu, 01 Jun 2006 22:04:34 GMT

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MAN, There Are So Many Maps Out There, I Have About 55, but I keep seeing more and more and more, so if there is anybody with the knowledge of how many maps in total are in circulation, can you please post it??? Ow, I only mean the new maps.

And can anyboby PLEASE tell me if you use a skin can other players see it, for example, lets say that I have a skin pack of a Nod soldier with a hat, would the players in the game be able to see it?

-Thanks

Subject: Re: QUICK AND GOOD QUSTION

Posted by [Major Mike](#) on Thu, 01 Jun 2006 23:39:23 GMT

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To answer your question on the skins, no, they can't. Unless they have the same exact skin downloaded too.

Subject: Re: QUICK AND GOOD QUSTION

Posted by [OWA](#) on Fri, 02 Jun 2006 22:27:52 GMT

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There are loads of maps. C&C Filefront has a 700mb pack, compressed.

Subject: Re: QUICK AND GOOD QUSTION

Posted by [Zion](#) on Fri, 02 Jun 2006 23:05:49 GMT

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i have about 500 maps in my data folder making it 6gb+ big

Subject: Re: QUICK AND GOOD QUSTION

Posted by [thrash300](#) on Sun, 04 Jun 2006 03:22:26 GMT

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Merovingian wrote on Fri, 02 June 2006 18:05i have about 500 maps in my data folder making it 6gb+ big

These maps wouldn't happen to be MODs of other games would they? Just pure Command And Conquer Renegade?

Subject: Re: QUICK AND GOOD QUESTION
Posted by [Zion](#) on Sun, 04 Jun 2006 21:25:21 GMT
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approx 500 .mix maps in my renegade data folder. some are usermade (i made them) others are single download and others are in a map pack. i have only played on about 200 of these maps but i have the space, why not have them.

Subject: Re: QUICK AND GOOD QUESTION
Posted by [thrash300](#) on Mon, 05 Jun 2006 22:09:50 GMT
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You just went all over the place on the internet and just downloaded them huh, or is there a single link to download most of them?

A good way to get maps is to just go on Renegade Multiplayer and look at the games you can't join because you don't have the maps, then go on the internet find them and just download them.

Subject: Re: QUICK AND GOOD QUESTION
Posted by [reborn](#) on Tue, 06 Jun 2006 07:45:34 GMT
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download the ubermap pack, it has most maps available for renegade:
<http://download.mp-gaming.net/pafiledb.php?action=download&id=233> hosted by
WWW.MP-Gaming.NET

Subject: Re: QUICK AND GOOD QUESTION
Posted by [danpaul88](#) on Tue, 06 Jun 2006 17:13:38 GMT
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Is that the one with skins bundelled as well? I heard there was one with skins in it and a lot of people didn't understand why things started looking different

Personally I prefer to download maps as and when I need them, I don't see the point in having 500+ maps when I only use 50 or so of them....

Subject: Re: QUICK AND GOOD QUESTION
Posted by [EA-DamageEverything](#) on Tue, 06 Jun 2006 17:32:51 GMT
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I have 365 Mixmaps in my dir and I think there are not much more for public download. No clue how many were built and kept private.

Feel free to browse the worldst largest Downloadpool (Our german answer to the crappy renmaps.com) and DL all the maps there=
<http://www.renmaps.de/pafiledb352/index.php>

Below is my alphabetical list.

File Attachments

1) [Maps.txt](#), downloaded 220 times

Subject: Re: QUICK AND GOOD QUSTION

Posted by [Oblivion165](#) on Tue, 06 Jun 2006 17:49:54 GMT

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Glyde51 used to have a massive collection, and I made a downloader to get them off of his site. However he's awol and his site has removed the maps.

Subject: Re: QUICK AND GOOD QUSTION

Posted by [thrash300](#) on Tue, 06 Jun 2006 18:09:00 GMT

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What IS a Mix map????

And what are other types of maps?

Subject: Re: QUICK AND GOOD QUSTION

Posted by [Zion](#) on Tue, 06 Jun 2006 23:01:37 GMT

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.mix (file extention ".mix" (<http://www.filext.com>)) is the basic map that uses normal/edited files from the always.dat file.

.pkg (file extention ".pkg" (<http://www.filext.com>)) is a modification package. usually contains new models that need to be included to run the map.

basiclly, these are the two map types renegade can run.

Subject: Re: QUICK AND GOOD QUSTION

Posted by [warranto](#) on Tue, 06 Jun 2006 23:37:12 GMT

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Becareful of the .pkg files. You'll notice a substantial delay when trying to get past the first message after going on XWIS (unless that was taken care of, and only applied to WOL?)

Subject: Re: QUICK AND GOOD QUSTION
Posted by [thrash300](#) on Fri, 09 Jun 2006 00:24:10 GMT
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Thanks, so MIX maps are the best, right?

Subject: Re: QUICK AND GOOD QUSTION
Posted by [IronWarrior](#) on Fri, 09 Jun 2006 01:40:33 GMT
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thrash300 wrote on Thu, 08 June 2006 20:24Thanks, so MIX maps are the best, right?

Yes.

Subject: Re: QUICK AND GOOD QUSTION
Posted by [Viking](#) on Fri, 09 Jun 2006 03:07:24 GMT
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You only need one map.

C&C RolePlay2

<http://rp2.clicdev.com/f/>
