

---

Subject: A quick solution for new maps

Posted by [Imdgr8one](#) on Wed, 21 May 2003 18:01:44 GMT

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

---

If you run a server, write in the MOTD renmaps.com to get maps, and then throw in a map at a time(maybe 2). Judging by the Pits, whenever a new game starts, and they don't have the map, they go get it, and come back. This can slowly gain population in maps.

---

---

Subject: Re: A quick solution for new maps

Posted by [K9Trooper](#) on Wed, 21 May 2003 18:32:38 GMT

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

---

Imdgr8onelf you run a server, write in the MOTD renmaps.com to get maps, and then throw in a map at a time(maybe 2). Judging by the Pits, whenever a new game starts, and they don't have the map, they go get it, and come back. This can slowly gain population in maps.

I have it in my auto announce every 3 minutes.

---

---

Subject: A quick solution for new maps

Posted by [Imdgr8one](#) on Wed, 21 May 2003 18:41:50 GMT

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

---

there you go, it is working.

---

---

Subject: A quick solution for new maps

Posted by [terminator 101](#) on Wed, 21 May 2003 20:53:09 GMT

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

---

I have better idea.

How about next patch includes at least 5 new maps. That way, all people will have them. So, what do you think?

---

---

Subject: A quick solution for new maps

Posted by [K9Trooper](#) on Wed, 21 May 2003 21:07:59 GMT

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

---

Terminator 101I have better idea.

How about next patch includes at least 5 new maps. That way, all people will have them. So, what do you think?

Ummm....There will NEVER be a "Next patch". WW is dead. It was murdered by EA. EA will only provide WOL. We are on our own.

---

---

Subject: A quick solution for new maps  
Posted by [Imdgr8one](#) on Wed, 21 May 2003 21:54:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ownt by K9

---

---

Subject: A quick solution for new maps  
Posted by [Madtone](#) on Wed, 21 May 2003 22:35:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you guys just gave me an idea, and trust me, as a Programmer a new idea is a good idea  
  
(if you think you know what im talking about PM me)

---

---

Subject: A quick solution for new maps  
Posted by [frijud](#) on Thu, 22 May 2003 00:14:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I agree with this idea. I was on the Pits, and when Bunkers came up...I fell through the floor. Some players kindly said that I needed the new version (2.0). I left...Went to Renmaps.com....and came back. I have done this several times when I come upon a map that I don't have.

---

---

Subject: A quick solution for new maps  
Posted by [kopaka649](#) on Thu, 22 May 2003 00:24:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Problem is you need to restart ren every time you want to play a new map, otherwise it closes by itself (for me at least)

---

---

Subject: A quick solution for new maps  
Posted by [Beanyhead](#) on Thu, 22 May 2003 00:51:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes, BeanyServ does that but we have Tropics hosted at <http://www.BeanyServ.com>

---

Subject: A quick solution for new maps

Posted by [terminator 101](#) on Thu, 22 May 2003 01:38:58 GMT

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

---

K9Trooper

Ummmm....There will NEVER be a "Next patch". WW is dead. It was murdered by EA. EA will only provide WOL. We are on our own.

Oh well....

---