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Subject: new server and map rotation

Posted by [MSNSazabi](#) on Thu, 19 Jun 2003 01:00:31 GMT

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i just made a new 10 player server called lots o maps. the map rotation is:

city\_flying

alpine

basin

battlecreek

bunkersTS

city flying exp

conquest island

conquest winter

cover of night 1.2

delta

deth island

forest trail

fortress

garth3

gigantomachy

hangmans canyon

high altitude

iceworld

jungle

metro

mines

mountain

nightmare

overlord

paradox harbor

pipefight evolved

port

radiation

ravine

river canyon

river raid

ruins

sean battle

secret base

seige storage

sunken

tiberium cave

tiberium pit 2

tiberium temple

tropics

urban rush

worthy classic

ysl database

all maps can be gotten off of <http://www.renmaps.com>

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Subject: new server and map rotation  
Posted by [ohmybad](#) on Thu, 19 Jun 2003 01:18:59 GMT  
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need any moddys? cause i'll do it my wol is ohmybad

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Subject: new server and map rotation  
Posted by [Skier222](#) on Thu, 19 Jun 2003 01:39:21 GMT  
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that sure is "lots o maps"

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Subject: new server and map rotation  
Posted by [L3f7H4nd3d](#) on Thu, 19 Jun 2003 01:48:51 GMT  
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I severely doubt anyone will join your server or be able to stay in it for long periods of time...NOBODY has all of those maps, and if they do, they're just wasting hard drive space. Drop it down to 10 of the more popular user-created maps (As in any map made by Aircraftkiller) and you might have a chance in running a decent server.

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Subject: new server and map rotation  
Posted by [Majiin Vegeta](#) on Thu, 19 Jun 2003 02:09:44 GMT  
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L3f7H4nd3d I severely doubt anyone will join your server or be able to stay in it for long periods of time...NOBODY has all of those maps, and if they do, they're just wasting hard drive space. Drop it down to 10 of the more popular user-created maps and you might have a chance.

i agree

lots o maps = lots o space

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Subject: new server and map rotation  
Posted by [MSNSazabi](#) on Thu, 19 Jun 2003 03:42:39 GMT  
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i hear what your saying with the cutting the map rotation down to about 10 but, the point i'm trying to get across by running that many maps is for people to go and download these new maps. my freind and i play almost every weekend and we're both getting very tired of seeing the same maps over and over again in the rotation (especially the ones that came with the game.) we both have downloaded all the maps off of renmaps and there are a lot that both of us think are good maps but don't see anyone playing online. i would love to see a good server with lots of bandwidth (i only have 512k down and 256k up right now) where i can play for hours and not run into the same map twice.

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Subject: new server and map rotation  
Posted by [SomeRhino](#) on Thu, 19 Jun 2003 05:13:22 GMT  
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I thought YSL Database was just a collection of files to supplement YSL's maps, not an actual map in itself.

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Subject: new server and map rotation  
Posted by [YSLMuffins](#) on Thu, 19 Jun 2003 06:27:33 GMT  
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That's right, it isn't a map.

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Subject: new server and map rotation  
Posted by [Cpo64](#) on Thu, 19 Jun 2003 06:42:37 GMT  
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I have that many maps :oops:

(edit: I have all of them except worthy classic)

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Subject: new server and map rotation  
Posted by [maytridy](#) on Thu, 19 Jun 2003 16:01:31 GMT  
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Way too many maps.....

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