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Subject: [ A permanant Mod Map Night ]  
Posted by [Deafwasp](#) on Sat, 22 Mar 2003 02:59:00 GMT  
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I am going to make an attempt at keeping up a permanant MMN.

I need 2 people with fat pipes\* to come forth as hosts.

(Need to be able to keep up (good connection) dedicated servers for renegade at least 17 hours a day)

Must be reliable.

Please help, as you will be sufficiently rewarded by the community and myself personally.

If you are willing to help or need more information please e-mail me at [Deafwasp@yahoo.com](mailto:Deafwasp@yahoo.com)

It is more than worth the effort.

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Subject: [ A permanant Mod Map Night ]  
Posted by [Majiin Vegeta](#) on Sat, 22 Mar 2003 03:00:29 GMT  
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many server run mod maps full time in rotations..its just a matter of the people to download them to play...

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Subject: [ A permanant Mod Map Night ]  
Posted by [Beanyhead](#) on Sat, 22 Mar 2003 03:52:33 GMT  
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Dude, you might as well forget it, once The Pits (and other servers) started running fan maps, Mod Map Night died the following week.

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Subject: [ A permanant Mod Map Night ]  
Posted by [Cpo64](#) on Sat, 22 Mar 2003 05:22:57 GMT  
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I would like to see full time fan maps, and maybe a sight to go along with it so people can vote on the maps, and say any map with a rating below say 6, it is not on the server.

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Subject: [ A permanant Mod Map Night ]  
Posted by [General Havoc](#) on Sat, 22 Mar 2003 11:07:01 GMT

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There is a gamespy mode server running called renbattle. <http://www.renbattle.com> they run mod maps all day on it and there can be some good games on the maps. It's a 32 player server on a 250MB dark fibre connection and it normally runs well. I know you probably won't play there as it is a Gamespy server but the mod maps are good. Consider it if you want to try some new maps.

\_General Havoc

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Subject: [ A permanant Mod Map Night ]  
Posted by [Deafwasp](#) on Sat, 22 Mar 2003 22:28:59 GMT

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guys i know what you are all saying, But I want to start running a quality renegade network. and this is the first step. It will be different than the other servers and stuff.

If anybody meets the requirements just email me. This is worth the effort, and we can do some good.

I look forward to uniting renegade players under a huge guild. So we can play good fun maps an continue the life of renegade. I have been meaning to talk to dante and the other elites in bringing back a lot of plans.

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Subject: [ A permanant Mod Map Night ]  
Posted by [Vitaminous](#) on Sat, 22 Mar 2003 22:57:05 GMT

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I'm ready.

Reg to the Glitch.NET forums

<http://www.glitch-designs.net/forums>

a 50 players server is fair enough...Even if it's on gamespy because it's a linux one.

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Subject: [ A permanant Mod Map Night ]  
Posted by [Creed3020](#) on Sat, 22 Mar 2003 23:03:16 GMT

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AprimeI'm ready.

Reg to the Glitch.NET forums

<http://www.glitch-designs.net/forums>

a 50 players server is fair enough...Even if it's on gamespy because it's a linux one.

So are you gonna host it or what?

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Subject: [ A permanant Mod Map Night ]  
Posted by [General Havoc](#) on Sat, 22 Mar 2003 23:04:03 GMT  
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What sort of plans Deafwasp?

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Subject: [ A permanant Mod Map Night ]  
Posted by [Deafwasp](#) on Sat, 22 Mar 2003 23:23:30 GMT  
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i will reveal plans as planned, so be patient.

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Subject: [ A permanant Mod Map Night ]  
Posted by [Sk8rRIMuk](#) on Sun, 23 Mar 2003 01:39:39 GMT  
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AprimeI'm ready.  
Reg to the Glitch.NET forums  
<http://www.glitch-designs.net/forums>  
a 50 players server is fair enough...Even if it's on gamespy because it's a linux one.

Why don't you get Windows or are you to attaced to Linux...

I hate GSA but I may just go there for mods...

When REOL is done wil the Linux FDS work on there?

-Sk8rRIMuk

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Subject: [ A permanant Mod Map Night ]  
Posted by [Vitaminous](#) on Sun, 23 Mar 2003 01:47:24 GMT  
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sk8, our server is a linux one.  
We've uploaded the server stuff on our site, and my host has a LINUX server,so I can't really do anything.

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Subject: [ A permanant Mod Map Night ]  
Posted by [Sk8rRIMuk](#) on Sun, 23 Mar 2003 01:57:59 GMT  
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Aprimesk8, our server is a linux one.

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We've uploaded the server stuff on our site, and my host has a LINUX server,so I can't really do anything.

oh ok sorry to hear that .

-Sk8rRIMuk

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