
Subject: n00bstories AOW Server Fan Map rotation
Posted by [Crimson](#) on Mon, 15 Dec 2003 19:21:11 GMT
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Please note this is for Mondays only starting next week. I asked Aircraftkiller to put this list together but I will consider maps made by others as well. I'm not trying to be all politically correct and fair like other server hosts. I just want playable fan maps, and it's not my fault that Aircraftkiller makes the best ones.

BasinTS
BunkersTS
Siege
MinesTS
MetroTS
Snow
Metropolis
Country Meadow
River RaidTS
Mars

If you think I should add any maps to this rotation, let me know here. Note that as or right now, these maps will run on Mondays only starting next week to align with the "Mod Map Monday" theme.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [kawolsky](#) on Mon, 15 Dec 2003 20:12:27 GMT
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Can some one stick them all in 1 zip again?

Subject: n00bstories AOW Server Fan Map rotation
Posted by [bigejoe14](#) on Mon, 15 Dec 2003 21:17:22 GMT
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What about FieldTS?

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Vitaminous](#) on Mon, 15 Dec 2003 21:52:37 GMT
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Mod Map Night > Mod Map Monday ;p

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Crimson](#) on Mon, 15 Dec 2003 22:06:52 GMT
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kawolskyCan some one stick them all in 1 zip again?

Once the list is finalized...

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Crimson](#) on Mon, 15 Dec 2003 22:07:59 GMT
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AprimeMod Map Night > Mod Map Monday ;p

Mod Map Monday is the original... started by Blazer back when the first mod maps were ever made.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Alkaline](#) on Tue, 16 Dec 2003 00:30:11 GMT
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Well country meadow is not a good map and neither is basin, nor is Metro for that matter. Bunkers is good though,

Here are some others you should consider:

- c&c high noon
- c&c Ravine
- c&c Hangman's Canyon
- c&c siege
- c&c silent dawn
- c&c river canyon.
- c&c gobi
- c&c land
- c&c conquest winter
- c&c mines

These maps as far as I know are bug free and do not slow down your pc, they are really well made also, should try them out.

Also, ack does not make the best maps, they are good, but other people make maps that are just as good.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [flyingfox](#) on Tue, 16 Dec 2003 01:20:16 GMT
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I'd remove bunkersts & basints and replace them with fieldTS and Gobi, but that's just my opinion. All others maps are fine.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Aircraftkiller](#) on Tue, 16 Dec 2003 02:16:52 GMT
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Alkaline: I guess you don't know what a bug is. Either that, or you really don't pay attention to what you're writing. Perhaps it's both, in that far off land inside your head that only you can comprehend.

-c&c high noon: It has "stealth" Recon Bikes and most of the structures had their tops removed because Titan didn't want people "point whoring," otherwise known as "I want people to play a big deathmatch instead of destroy buildings."

-c&c Ravine: AllGusto's copy of Walls Flying without any detail to it. Offers nothing new and looks halfway crud, to boot.

-c&c Hangman's Canyon: Has no visibility rendering, overbalanced towards Nod and tactics limited to eight APC rushes because nothing else can enter the bases.

-c&c siege: Okay, it's confirmed, you don't read what others post, either -- this appears to be an exercise in futility. I chose Siege because it's playable enough and looks good enough to be on the n00bstories server. Guess you didn't want to see that part.

-c&c silent dawn: Same thing as "High Noon" except more ghey.

-c&c river canyon: One of my levels that I don't like. It's one big narrow passageway that I didn't do properly and leads to GDI winning most of the time. I don't want it played.

-c&c gobi: Until I redo this level, I don't want it played, Nod loses too often and the texturing was goofed up.

-c&c land: I didn't fix the Airstrip problem because I couldn't identify what was wrong with it, therefore the MCT is not accessible and cannot be repaired, nor can anything but the runway of the Airstrip. It would be playable if not for that fact.

-c&c conquest winter: It has one entrance for each base, much like River Canyon, which leads to GDI winning most of the time. No one can enter the enemy base because people camp, and the battlefield is too large to allow soldiers to do anything but "snipe" at each other from about a half-mile's distance.

-c&c mines: I already remade this, it's in the rotation, C&C_MinesTS.mix... obviously.

Subject: n00bstories AOW Server Fan Map rotation

Posted by [Alkaline](#) on Tue, 16 Dec 2003 05:13:28 GMT

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WEll ack, atleast they don't ripp off westwood maps and add a stupid little tree then go prancing around as if they are hot shit :rolleyes:

Honstly all your maps that are any good were ripped off from westwood, the one invoative one you made, meadows, sucks.

Perhaps if other people had access to westwoods uncompleted maps they could talk crap about you.

Regardless you will always remain an ass, so it doens't matter what I say, The maps I listed are fun, some of your are fun also, but your maps are not better then theirs, and thats the bottom line.

Subject: n00bstories AOW Server Fan Map rotation

Posted by [Aircraftkiller](#) on Tue, 16 Dec 2003 05:37:42 GMT

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I strongly suspect that you're Titan1x77, for a few reasons.

1. You avoid the issue presented and all arguments to the contrary.
 2. You blather on about unoriginality or things you have no clue about, especially my five month stint with Westwood Studios.
 3. You refuse to acknowledge that you might just be wrong about what you were previously blathering on about.
-

Subject: n00bstories AOW Server Fan Map rotation

Posted by [Titan1x77](#) on Tue, 16 Dec 2003 07:25:35 GMT

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It's not me dude.....Sorry

Rotation is all of your maps plus siege...guess you must have some say in what goes into a rotation on the n00bs server

Meadows crashes

Snow is a DM with a big whole in the ground for Tanks

Mars is ugly looking and plays out like giant plane with some structures on it

Theres alot of nice maps out there that arent created by me or ACK....maybe you should try some of them out Crimson.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Alkaline](#) on Tue, 16 Dec 2003 08:12:17 GMT
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ack, I have no idea what you are talking about, But its pretty clear now that you love to read your own post and think your smart becasue whatever you posted has no relevance what so ever.

You keep saying admit I'm wrong... Umm wtf wrong about? Crimson asked about some maps on the rotation I gave her some suggestions. WHere is the right or wrong in here? Oh, I'm wrong in a sense that I recomended someones else's maps instead of yours :rolleyes:

I don't know what is wrong with you, but all I did was reccomend some maps, I don't need your opnion on these maps, I don't care what you think, I am not wrong in any way or sense, you used westwood maps to create yours, you always complain.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [sniper12345](#) on Tue, 16 Dec 2003 14:18:13 GMT
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Hmmm....

I've played a couple of Titan maps and I must say, I do like some of them. I agree that his maps may not be the flashiest and prettiest of all, but some of them do play pretty well and as graphics don't make a game, appearances don't make a map.

I agree with a lot of people that ACK does creates some pretty decent maps such as Zama and Forest of Illusion for Ren Alert and as mentioned, FieldTS, Metropolis and many more. A lot of his maps are above average standards and I think that's a good thing.

Yet some of ACK's maps are, in my opinion, pretty crap. I agree with Titan on that Snow is very uninteresting and that Mars is a bit too plain, and I also think that ACK's maps need a bit more variety than the typical base entrance and tunnel format. This is one thing I prefer Titan over ACK sometimes - originality. Yes I know that ACK has some pretty unique features in his maps, like 2 story buildings and such, but on a whole, they are not very different from the average Westwood map. Take Lightwave by Titan for example, I swear that nobody in the community has done it before (with teleporters in buildings and so on), and the map is actually very playable despite it isn't too good looking. But once again, I believe that appearances don't make a map.

Sorry if I have offended anyone, but that is just my opinion, and you can ignore it if you want to.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [NHJ BV](#) on Tue, 16 Dec 2003 14:29:19 GMT
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I like High_Noon too, and perhaps you could consider putting Haunted_House 2 in. Tiberium_Temple is a pretty good and simple map too imo.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [sniper12345](#) on Tue, 16 Dec 2003 15:41:37 GMT
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Hmm yea, Haunted 2 is pretty kickass with lots of people in

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Crimson](#) on Tue, 16 Dec 2003 18:01:43 GMT
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Alkaline

Here are some others you should consider:

- c&c high noon
- c&c Ravine
- c&c Hangman's Canyon
- c&c siege
- c&c silent dawn
- c&c river canyon.
- c&c gobi
- c&c land
- c&c conquest winter
- c&c mines

Siege is on the list. I've played it on the Pits several times and while it doesn't lead to a base-destruction win very often, there are a lot of varying tactics.

I'll defer to ACK's opinions on his own maps.

Titan, this thread's purpose is for suggestions for other maps. I admit that I don't play a lot of fan maps, in fact hadn't played too much Renegade until I got my new server. Tell me your best maps, where I can get them, and I'll try them out.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [NHJ BV](#) on Tue, 16 Dec 2003 19:17:50 GMT
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sniper12345Hmm yea, Haunted 2 is pretty kickass with lots of people in

Actually, I think it becomes too hard to accomplish anything with more than 15 people on each team, but that's just my opinion, and I haven't played on it that much.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [NeoSaber](#) on Tue, 16 Dec 2003 21:01:34 GMT

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Since lots of maps are being considered, I'll suggest one of mine. SeasideSunset is my most recent. Might be worth playing.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Aircraftkiller](#) on Tue, 16 Dec 2003 21:51:54 GMT
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Sniper, teleportation has never been used properly. It's always been a gimmick to avoid doing work to make a C&C Mode level. Most people like Titan don't even have the basics down, so they cover up the flaws in their work by putting in gimmicks that make you think they really did a lot of work.

It appears to work, but it isn't honest and it sure isn't acceptable in my opinion.

NeoSaber's work is definitely getting run, as he knows what he's doing and doesn't bullshit with excuses like some of you are trying to do.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Imdgr8one](#) on Tue, 16 Dec 2003 22:18:16 GMT
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Haunted 2 or any of the Seasides.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [xpontius](#) on Wed, 17 Dec 2003 02:49:57 GMT
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Out of all this conversation, I saw Field TS mentioned but not given a yes or no or even a maybe. I havnt seen it played with more than 1 person and would like to see it in action.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Crimson](#) on Wed, 17 Dec 2003 04:26:27 GMT
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I haven't tested that map out, but I'll consider it.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [sniper12345](#) on Wed, 17 Dec 2003 11:16:48 GMT

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AircraftkillerSniper, teleportation has never been used properly. It's always been a gimmick to avoid doing work to make a C&C Mode level. Most people like Titan don't even have the basics down, so they cover up the flaws in their work by putting in gimmicks that make you think they really did a lot of work.

It appears to work, but it isn't honest and it sure isn't acceptable in my opinion.

NeoSaber's work is definitely getting run, as he knows what he's doing and doesn't bullshit with excuses like some of you are trying to do.

I agree with NeoSaber....SeasideSunset is very nice .

And can you explain how teleportation is supposed to be used properly? Unless you are talking technical-wise, since I know that teleportation can be quite bugged at times.

Subject: n00bstories AOW Server Fan Map rotation
Posted by [bigejoe14](#) on Wed, 17 Dec 2003 15:50:38 GMT
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If you've heard about the Sole Survivor mod that SomeRhino is making, I beleive that he has been using teleporters properly.

<http://www.drireign.net>

Subject: n00bstories AOW Server Fan Map rotation
Posted by [sniper12345](#) on Wed, 17 Dec 2003 16:50:22 GMT
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Hmmm....so that is where everyone spawns in a common team room, and then teleports out to the field?

Subject: n00bstories AOW Server Fan Map rotation
Posted by [Aircraftkiller](#) on Wed, 17 Dec 2003 19:53:01 GMT
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No, I meant "properly" as in they actually work, and serve a real purpose, instead of "I randomly appear in 15 different places in this C&C Mode level that turned into a deathmatch cause I can't figure out where I'm going."

Subject: n00bstories AOW Server Fan Map rotation

Posted by [m1a1_abrams](#) on Thu, 18 Dec 2003 05:10:02 GMT

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Woodland, SeasideSunset and FieldTS are three maps that I would recommend trying out.

Subject: n00bstories AOW Server Fan Map rotation

Posted by [sniper12345](#) on Thu, 18 Dec 2003 15:05:55 GMT

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Yea, I just played Woodland today and I think it's very nice. Visually it is quite impressive and the gameplay is generally smooth. This map reminds me of America's Army for some reason, even though I have uninstalled it and didn't like it for the least bit.

Subject: n00bstories AOW Server Fan Map rotation

Posted by [nastym4n](#) on Fri, 19 Dec 2003 15:41:54 GMT

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well, no surprises in that list then! Guess Ill stick to what I know then.....

U may be amazed (and in fact, totally not bothered either) to discover that I also think some of ACKs maps are good, others not so good. Crimson you really should look at some other maps.

I think personally its a misconception that WW maps were any good in the first place. Only 2 of the original levels were any good. Glacier gets very very close to being excellent, but the weakness to being on the Nod team just robs it of those extra points!

Hell, you could even have a DeathMatch nite (If thats considered er 'proper' Renegade :rolleyes:). If you did I might even make it over there to kick ur butts!
