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Subject: Re: A quick solution for new maps

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

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Imdgr8onelf you run a sevrer, write in the MOTD renmaps.com to get maps, and than 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.

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