
Subject: Re: Updating Ubermappack

Posted by [EvilWhiteDragon](#) on Fri, 31 Oct 2008 14:09:03 GMT

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IronWarrior wrote on Fri, 31 October 2008 13:44CarrierII wrote on Fri, 31 October 2008 05:51As to no custom maps:

New people don't know where to get them from and there's no automatic content downloader - yet.

Not so true, I used to think the same, but not anymore.

Spam the server about the new maps as much as you can, when they start getting messages "You do not have the map" the fucking idiots will go look for them and most likely make retarded messages here about them.

Also, crimson could update the xwis login modt to give links to map downloads that many communitest host.

To be honest with over 200 maps now, it's pretty retarded that 95% of the servers in the browser only run the default maps... that is made of gay.

One thing you're forgetting here.

You're saying that there are 200+ maps, whether or not this is true idk, but most maps are **FUCKING HUGE AND NEED AT LEAST 24 players to be remotely fun. As you should have noticed, there are already playercount issues, so 24 players all the time WILL JUST NOT WORK.**
