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Subject: Re: Updating UberMapPack

Posted by [GEORGE ZIMMER](#) on Fri, 20 Feb 2009 12:56:18 GMT

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zunnie wrote on Fri, 20 February 2009 05:14 Canadacd wrote on Thu, 19 February 2009 00:11 Why put Nitro mod in there? It's way too damn big. I mean, if you're going to throw 200MB of stuff in there, you might as well put in something decent like RP2.

Link please?

...It's in his sig, lol.

Regardless, the point was NOT to put a giant mod in. Aside from that, rp2 needs special scripts, so that's sorta out of the question.

Just put alot of .mix maps, and the few maps that are .pkg and are pretty low in filesize and don't require special scripts and the like.

Also, I recommend some or all of deathlink's maps.

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