
Subject: Re: What do you want out of Scripts 4?

Posted by [RTsa](#) on Wed, 22 Apr 2009 04:39:35 GMT

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andr3w282 wrote on Wed, 22 April 2009 00:00Goztow wrote on Tue, 21 April 2009 06:38The rotations WILL change but I warn you that, contrary to "popular believe", there's very few decent fanmaps, in my experience. I tested a LOT of fanmaps for our weekly I-CW evenings that we've been having for years now and very often the maps were either bugged, unbalanced, often way too big for a decent game with less than 20 players or simple camp fests.

There's very few fast paced, open maps like the WW maps. If we had the auto downloader today, I doubt I'd find more than 15 new maps actually worth putting in our server's rotation. This is true actually. When n00bstories went to open the fan maps server Crimson installed the massive map pack (the one with over 100+ maps) and a few members went through every single map and narrowed down the list to about 10 maps that were worthwhile of playing
What would these maps be exactly? Any list somewhere?
