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

Posted by [rrutk](#) on Wed, 22 Apr 2009 11:32:44 GMT

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yeah, i totally agree, under maybe 300 maps around are ~ 1/10 of it worth playing!

but to be honest, this would be a milestone if u compare it with the situation now. omg, it would be so great to see a new map on n00bstories with players in.

yeah, i know, they tried it.

i loved some of the CP2 maps (terrace, mutation_redux, last_stand, tropics) and had a lot of great games with it and a bunch of players in, but this is ~2 years ago.

for instance, here is the list of ACK's maps i found so far. Some of them are very good maps:

C&C_Bunkers.mix | Version 2.0
C&C_Basin.mix | Version 1.2
C&C_BasinTS.mix | Version 2.0
C&C_Beach.mix | Version 1.0
C&C_City_Flying_Exp.mix | Version 1.2
C&C_Country_Meadow.mix | Version 2.0
C&C_CYTeamDM | Version 1.0
C&C_DMCenter.mix | Version 1.0
C&C_DMCenterTS.mix | Version 2.0
C&C_DMConYard | Version 1.1
C&C_Eglin_AFB.mix | Version 1.0
C&C_Flight_Deck.mix | Version 1.0
C&C_Forest_Trail.mix | Version 1.0
C&C_Glacier.mix | Version 1.1
C&C_GlacierTS.mix | Version 2.0
C&C_Golf_Course.mix | Version 1.0
C&C_Land.mix | Version 1.0
C&C_Mars.mix | Version 1.0
C&C_MedicalLevel | Version 1.1
C&C Metro | Version 1.0
C&C MetroTS | Version 2.1
C&C_Metropolis.mix | Version 1.0
C&C_Mines.mix | Version 1.3
C&C_MinesTS.mix | Version 2.1
C&C_River_Canyon.mix | Version 1.0
C&C_River_Raid.mix | Version 1.0
C&C_River_RaidTS.mix | Version 2.0
C&C_The_Woods_Today | Version 1.0

Someone has a collection of maps of Titan?

It would be epic failure, to set a not approved mega-map-pack on a server or maps not worth playing.

We have to make a propper selection. Now we have the time, why not make tests and votes before TT is released?

All CP2-maps should be used.
