

---

Subject: Re: Why 99.9 % do not play fan Maps anymore?

Posted by [Goztow](#) on Tue, 30 Jun 2009 16:09:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

wittebolx wrote on Mon, 29 June 2009 19:16Goztow wrote on Fri, 19 June 2009 12:18Most people are too lazy to download a mappack, that's the only reason.

When we had bunkersTS and snow in our rotation, the server always lost at least half of the players, even though there were auto announcements and join messages about the 2 fanmaps. We eventually took them out.

The auto downloader from TT will be made of pure win.

If your server has something other then the standard AOW, then the players will download the new maps. We have Snow and others in our rotation and we still have people playing in the server. If you force it long enough then eventually the players will get irritated everytime a new map loads and they wil download it just to avoid being kicked. It took us months to get the people used to the new maps, but the endresult is there.

We had them for at least 6 months. We don't have a high enough a000 to keep the game really interesting after half the players leave (takes long to get 10'ish players, so if half of them leave because of a map...).

---