
Subject: DA fan Server now online

Posted by [trunkskgb](#) on Tue, 05 Oct 2004 22:29:56 GMT

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Hello, I very rarely post here, but I come with news today. I have created a 34 player server with fan maps and it went online yesterday. RenGuard enabled, Brenbot supported and here's a few other stats...

Hope to see many of you there!

Laddered

250\$ Starting credits

Endgame beacon

Now the Rotation...

MapName00=C&C_Alpine.mix
MapName01=C&C_BasinTS.mix
MapName02=C&C_Battlecreek.mix
MapName03=C&C_Beach.mix
MapName04=C&C_Big_Walls.mix
MapName05=C&C_BunkersTS.mix
MapName06=C&C_Cairo.mix
MapName07=C&C_Canyon.mix
MapName08=C&C_Carnage-Club_Xtreme.mix
MapName09=C&C_City_Flying.mix
MapName10=C&C_CliffsLX.mix
MapName11=C&C_Colossus2R1.mix
MapName12=C&C_Complex.mix
MapName13=C&C_Country_Meadow.mix
MapName14=C&C_Country_Side.mix
MapName15=C&C_Cover of Night v1.2.mix
MapName16=C&C_Death_village.mix
MapName17=C&C_Delta.mix
MapName18=C&C_Deth_Islands.mix
MapName19=C&C_Divergence.mix
MapName20=C&C_Duel_Arena.mix
MapName21=C&C_Duel_Death.mix
MapName22=C&C_Dusk.mix
MapName23=C&C_Field.mix
MapName24=C&C_Forgotten_Town.mix
MapName25=C&C_Frag_City.mix
MapName26=C&C_Fusion1.mix
MapName27=C&C_Golf_Course.mix
MapName28=C&C_Haunted2.mix
MapName29=C&C_High_Altitude.mix
MapName30=C&C_Islands_KOTH.mix
MapName31=C&C_Jungle2.mix

MapName32=C&C_Killer_Cove_v2.mix
MapName33=C&C_Land.mix
MapName34=C&C_Lightwave2.mix
MapName35=C&C_littlehillrumble.mix
MapName36=C&C_Mars.mix
MapName37=C&C_Metropolis.mix
MapName38=C&C_MetroTS.mix
MapName39=C&C_Miracle_2.mix
MapName40=C&C_Mutant_Lab.mix
MapName41=C&C_Mutation.mix
MapName42=C&C_Niagra.mix
MapName43=C&C_Night0X.mix
MapName44=C&C_Overlook.mix
MapName45=C&C_Hangmans_Canyon.mix
MapName46=C&C_Pacific.mix
MapName47=C&C_Paradox_Harbor.mix
MapName48=C&C_Prison_Camp_DM.mix
MapName49=C&C_Radiation.mix
MapName50=C&C_Ravine.mix
MapName51=C&C_River_RaidTS.mix
MapName52=C&C_RP_Vesuv.mix
MapName53=C&C_Ruins.mix
MapName54=C&C_SeasideSunset.mix
MapName55=C&C_Secretbase.mix
MapName56=C&C_Sidewinder.mix
MapName57=C&C_siege.mix
MapName58=C&C_Silent_Dawn.mix
MapName59=C&C_Slash0X_Hideout.mix
MapName60=C&C_Snow.mix
MapName61=C&C_Terrace.mix
MapName62=C&C_Tiberium_Pit_2.mix
MapName63=C&C_Tib_Pit_3.mix
MapName64=C&C_Tiber_River.mix
MapName65=C&C_Tiberium_Temple.mix
MapName66=C&C_Titanic.mix
MapName67=C&C_Tobruk.mix
MapName68=C&C_Tropics.mix
MapName69=C&C_Urban_rush.mix
MapName70=C&C_Uphill.mix
MapName71=C&C_Volcano.mix
MapName72=C&C_Walls_Flying.mix
MapName73=C&C_Wasteland.mix

Subject: DA fan Server now online

Posted by [Aircraftkiller](#) on Wed, 06 Oct 2004 00:15:26 GMT

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Having a huge rotation made up of poorly made and designed levels isn't much of an incentive for people to join.

Subject: DA fan Server now online
Posted by [Doitle](#) on Wed, 06 Oct 2004 00:24:00 GMT
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That is one huge rotation. I think you should streamline it to maybe 10 maps, Think about it in day format... an hour a map, you have 3 days worth of maps before a map is repeated. Also, very few people will have all 74 maps. As I said I think you'll have better results and a more enjoyable hosting experience, and playing experience for your players by just streamlining to to a fraction of that, and picking out the best of the best from the great sea of all things mapped.

Subject: DA fan Server now online
Posted by [cowmisfit](#) on Wed, 06 Oct 2004 00:24:23 GMT
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AircraftkillerHaving a huge rotation made up of poorly made and designed levels isn't much of an incentive for people to join.

By that you mean maps like C&C_Mars ????

Subject: DA fan Server now online
Posted by [trunkskgb](#) on Wed, 06 Oct 2004 01:09:34 GMT
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DoitleThat is one huge rotation. I think you should streamline it to maybe 10 maps, Think about it in day format... an hour a map, you have 3 days worth of maps before a map is repeated. Also, very few people will have all 74 maps. As I said I think you'll have better results and a more enjoyable hosting experience, and playing experience for your players by just streamlining to to a fraction of that, and picking out the best of the best from the great sea of all things mapped.

Well, since I played a server that had about this many maps, 57 If I am correct, and since it is WolSpy, it should fill up nicely.

Subject: DA fan Server now online
Posted by [hunteroo2](#) on Wed, 06 Oct 2004 03:09:43 GMT
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itll take a while to get tired of maps with that rotation....

Subject: DA fan Server now online
Posted by [Aircraftkiller](#) on Wed, 06 Oct 2004 03:51:51 GMT
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Most of those are what causes people to get tired of playing.

Subject: DA fan Server now online
Posted by [Spice](#) on Wed, 06 Oct 2004 04:02:51 GMT
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The best fan map server is UN Fan maps. It's almost always full. They need to remove a lot of shitty maps , such as clover. Don't even get me started on who would want that map in there rotation.

Anyways I guess I'll stop by and check it out. I've been having a blast playigng fan maps the past few days.

Subject: DA fan Server now online
Posted by [sniper12345](#) on Wed, 06 Oct 2004 11:31:21 GMT
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cowmisfitAircraftkillerHaving a huge rotation made up of poorly made and designed levels isn't much of an incentive for people to join.

By that you mean maps like C&C_Mars ???

Funny, because it's true.

Subject: DA fan Server now online
Posted by [SickOptometrist](#) on Wed, 06 Oct 2004 13:09:12 GMT
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Can you post IP & port please for the RenIPers? Thanks!

Subject: DA fan Server now online
Posted by [DarkFish](#) on Wed, 06 Oct 2004 14:58:47 GMT
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I'm still undecided about that full RenGuard...it tends to be a bit of a server-emptier.

Subject: DA fan Server now online
Posted by [visorneon](#) on Wed, 06 Oct 2004 15:07:01 GMT
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DarkFish!m still undecided about that full RenGuard...it tends to be a bit of a server-emptier.

says the person with a damn signature saying "use renguard on your server"
nub

Subject: DA fan Server now online
Posted by [DarkFish](#) on Wed, 06 Oct 2004 16:18:10 GMT
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Half RenGuard is good. Full RenGuard empties 'em

Subject: DA fan Server now online
Posted by [zunnie](#) on Wed, 06 Oct 2004 18:29:56 GMT
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Clicky for a list of the 'better' Fan Maps around :

[zunnie]

Subject: DA fan Server now online
Posted by [WNxCABAL](#) on Wed, 06 Oct 2004 19:57:06 GMT
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lol zunnie, nice logo.
Looks a bit rushed though

Subject: DA fan Server now online
Posted by [Alkaline](#) on Wed, 06 Oct 2004 21:35:33 GMT
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This is what happens when you run a fan map server:
You start with 10 or so maps, mostly made by well known mappers, like Aircraftkiller, sanda, somerhino, neosaber, TITAN, e.t.c.

ok so you have a rotation of 15 fairly solid maps...

then after about a month, PEOPLE say: "MORE MAPS "

ok so you add another 10 or so....

after 2 months... "MORE MAPS "

your like uhh ok, here are some more... this keeps happening for a while untill you have a monster rotation

as far as I can tell, people that play on new maps servers want to play a differnt new map every time they join... don't ask me, I would yank the rotation down to 25 if had a choice but I know like everyone would bitch whine constantly and it seems more people are happier with a large rotation...

My personal top 20 maps:

- Tib_Pit_3
- High_Noon_2.1
- Terrace
- Cairo
- Country_Side
- Niagra
- Siege
- BunkersTS
- FieldTS
- MetroTS
- RiverRaidTS
- BasinTS
- GlacierTS
- Bio
- ForgottenTown
- Seaside_Sunset
- RuinsOX
- NightOX
- MutationRedux
- Marsh

Subject: DA fan Server now online
Posted by [SickOptometrist](#) on Wed, 06 Oct 2004 21:47:50 GMT
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Where can I get Marsh Alkaline?

Subject: DA fan Server now online
Posted by [Spice](#) on Wed, 06 Oct 2004 22:27:00 GMT
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http://downloads.fanmaps.net/maps/sanada/C&C_Marsh_BETA.zip

You should visit the mod section more often.

Subject: DA fan Server now online
Posted by [SickOptometrist](#) on Thu, 07 Oct 2004 01:01:43 GMT
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Thanks EX - I will.

Subject: DA fan Server now online
Posted by [Alkaline](#) on Thu, 07 Oct 2004 17:33:40 GMT
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Even though marsh is only beta, I think its a really good one and I decided to put it into rotation

Subject: DA fan Server now online
Posted by [Nightma12](#) on Thu, 07 Oct 2004 17:50:21 GMT
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DarkFishHalf RenGuard is good. Full RenGuard empties 'em

Half RenGuard is suckey (allows hidden cheaters)

Full RenGuard kicks the people who are too lazy to download & run RG

would you believe that some idiot on my server the other day said: "I dont run RG because i dont cheat!" :rolleyes:

Subject: DA fan Server now online
Posted by [Naamloos](#) on Thu, 07 Oct 2004 19:15:21 GMT
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It's not just maps that makes servers good or fun, it's the server sided stuff (IMO) like in BC.

But a little more then just WW maps would be great tho...

Subject: DA fan Server now online
Posted by [Alkaline](#) on Thu, 07 Oct 2004 20:15:57 GMT
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Nightma12& run RG

would you believe that some idiot on my server the other day said: "I dont run RG because i dont cheat!" :rolleyes:

hahaha... n00b probably thought renguard is a way for cheaters to guard themselves from being detected

Subject: DA fan Server now online
Posted by [Opalkilla](#) on Thu, 07 Oct 2004 23:01:05 GMT
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I actually think a server with a big rotation.. not HUGE... maybe about 20-25 maps... because you don't repeat as often, after about 5-6 cycles, It starts to get a little boring.

Subject: DA fan Server now online
Posted by [genetix](#) on Thu, 07 Oct 2004 23:39:45 GMT
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Nightma12DarkFishHalf RenGuard is good. Full RenGuard empties 'em

Half RenGuard is suckey (allows hidden cheaters)

Full RenGuard kicks the people who are too lazy to download & run RG

would you believe that some idiot on my server the other day said: "I dont run RG because i dont cheat!" :rolleyes:

The half renguard system is a way for everyone to play. Since renguard is made by the comunity not everyone is willing to download it. The point of this program is to give renguard users the assurance that they wont be convicted as cheaters. Non renguard users just play the game normally.

I personally feel half renguard servers would also refer a lot more people to renguard and encourage them to download the program. If a n00b joins a renguard server and gets kicked without knowing what renguard is chances are he will just go to a different server. If hes in a half renguard server he will ask people questions and actually learn what the program is.

Subject: DA fan Server now online

Posted by [Alkaline](#) on Sun, 10 Oct 2004 04:14:18 GMT

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Well I agree with your half renguard thing... some incentives if added to regulation bots would be good also.

e.g.

the clientside could interface with server regulation bots like give them hotkeys for !nextmap, !vote map, !vote kick

instead of going into f2 chat, if you could just press say "N" for nextmap e.t.c.

I also thing bot commands should be limited to only renguard players... it really helps servers running new maps with the auto download (whenever that is implemented that is)

ALSO ZUNNIE, why do you have Land in your rotation? Don't you know it has a bug where you can't destroy the airstrip hut? YOu also can't repair it by the the mct, nor can you damage it by attacking the air strip hut.

the only way to repair/destroy the strip it to hit the strip part of it or run around like a clown slowly repairing the strip Pretty unfair for NOD I think...

Subject: DA fan Server now online

Posted by [Alkaline](#) on Sun, 10 Oct 2004 04:16:14 GMT

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EXdeath7The best fan map server is UN Fan maps. It's almost always full. They need to remove a lot of shitty maps , such as clover. Don't even get me started on who would want that map in there rotation.

Anyways I guess I'll stop by and check it out. I've been having a blast playigng fan maps the past few days.

Thanks for the comment

I don't like clover either, but its a playable map, and brenbot has this nice command called: !vote map cyclemap. I have noticed many people don't like DM maps, they are usually vote skipped as well.
