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Subject: Which maps?

Posted by [Benigi](#) on Wed, 29 Mar 2006 15:30:10 GMT

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I notice that i need some maps to keep renegade running so i am asking- what extra maps do i need? Please post the source of the map you say i need.

i have....

Walls

Walls flying

Volcano

Under

Snow

Mesa

Islands

Hourglass

Field

Field TS

Complex

City Flying

City

Canyon

and if i have all the maps..... what other help can you give me???

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Subject: Re: Which maps?

Posted by [Benigi](#) on Wed, 29 Mar 2006 15:44:14 GMT

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o ok there we go i think im back on track yaaay

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Subject: Re: Which maps?

Posted by [Goztow](#) on Thu, 30 Mar 2006 07:28:08 GMT

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I reccomend you:

Snow -> <http://www.renmaps.com/index.php?action=file&id=193>

Siege -> <http://www.renmaps.com/index.php?action=file&id=47>

BunkersTS -> <http://www.renmaps.com/index.php?action=file&id=100>

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Subject: Re: Which maps?

Posted by [EA-DamageEverything](#) on Fri, 31 Mar 2006 23:52:22 GMT

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Terrace <http://www.renmaps.de/pafiledb352/index.php?act=view&id=318>  
TibPit 3 <http://www.renmaps.de/pafiledb352/index.php?act=view&id=321>  
Meadow <http://www.renmaps.de/pafiledb352/index.php?act=view&id=208> -BUT I suggest you to remove the objects.ddb + all INIs in this Map just to reduce the filesize (I'm getting tired of waste inside MIX maps). From 38 MB to 29MB unzipped.

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Subject: Re: Which maps?

Posted by [gen456](#) on Thu, 20 Apr 2006 19:23:58 GMT

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Erm, this may be a lil off topic but..does ne1 know where to get good downloads that arent compressed zipped files? My install wizard doesn't allow me to open those .

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Subject: Re: Which maps?

Posted by [Goztow](#) on Thu, 20 Apr 2006 20:30:20 GMT

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gen456 wrote on Thu, 20 April 2006 15:23Erm, this may be a lil off topic but..does ne1 know where to get good downloads that arent compressed zipped files? My install wizard doesn't allow me to open those .

No, but try downloading winzip ([www.winzip.com](http://www.winzip.com))

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Subject: Re: Which maps?

Posted by [Blazer](#) on Thu, 20 Apr 2006 20:32:57 GMT

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This thread has nothing to do with RenGuard. Moving to General Forum.

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Subject: Re: Which maps?

Posted by [AmunRa](#) on Thu, 20 Apr 2006 20:36:35 GMT

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<http://www.amunra.net/UberMapPack.exe>  
all the maps you will ever need

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Subject: Re: Which maps?

Posted by [thrash300](#) on Fri, 28 Apr 2006 17:17:24 GMT

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My Future Gun^^

If you have the time, there are 30 KILLER maps, mostly made by aircraft killer. Try them, you'll like them

Go to: [www.cncnz.com](http://www.cncnz.com) search renegade, then click on downloads.

### File Attachments

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1) [TT33e.jpg](#), downloaded 494 times



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Subject: Re: Which maps?

Posted by [Lijitsu](#) on Fri, 28 Apr 2006 18:55:47 GMT

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thrash300 wrote on Fri, 28 April 2006 13:17My Future Gun^^  
Please, for the love of God, tell me that isn't a Glock.

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Subject: Re: Which maps?

Posted by [thrash300](#) on Fri, 28 Apr 2006 22:06:05 GMT

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No don't worry it's not, it's a Russian TT, special forces gun, and it's for sale on the internet! Want some more pictures? By the way, whats wrong with a glock?

---

Subject: Re: Which maps?

Posted by [Lijitsu](#) on Sat, 29 Apr 2006 01:25:19 GMT

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thrash300 wrote on Fri, 28 April 2006 18:06No don't worry it's not, it's a Russian TT, special forces gun, and it's for sale on the internet! Want some more pictures? By the way, whats wrong with a glock?

No, I don't want pictures, and everything. It's a HORRIBLE pistol. It's worse than the original M16, the one that jammed every few rounds.

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Subject: Re: Which maps?

Posted by [rm5248](#) on Sat, 29 Apr 2006 01:40:54 GMT

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Lijitsu wrote on Fri, 28 April 2006 20:25

No, I don't want pictures, and everything. It's a HORRIBLE pistol. It's worse than the original M16, the one that jammed every few rounds.

The original M16 jammed a lot because the Army used a different gunpowder than what it was designed for. They put in a more powerful gunpowder, which produced more residue on the inside of the gun. The Army also didn't deploy many cleaning kits for the guns when they were first put into the field.

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Subject: Re: Which maps?

Posted by [Lijitsu](#) on Sat, 29 Apr 2006 02:00:28 GMT

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rm5248 wrote on Fri, 28 April 2006 21:40Lijitsu wrote on Fri, 28 April 2006 20:25

No, I don't want pictures, and everything. It's a HORRIBLE pistol. It's worse than the original M16, the one that jammed every few rounds.

The original M16 jammed a lot because the Army used a different gunpowder than what it was designed for. They put in a more powerful gunpowder, which produced more residue on the inside of the gun. The Army also didn't deploy many cleaning kits for the guns when they were first put into the field.

Plus it was made as a throw away gun. Yours jams, you toss it away for the one next to you. Mattel Toy Company even made the butt of the rifle.

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Subject: Re: Which maps?

Posted by [thrash300](#) on Sat, 29 Apr 2006 03:50:21 GMT

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rm5248 wrote on Fri, 28 April 2006 21:40Lijitsu wrote on Fri, 28 April 2006 20:25

No, I don't want pictures, and everything. It's a HORRIBLE pistol. It's worse than the original

M16, the one that jammed every few rounds.

The original M16 jammed a lot because the Army used a different gunpowder than what it was designed for. They put in a more powerful gunpowder, which produced more residue on the inside of the gun. The Army also didn't deploy many cleaning kits for the guns when they were first put into the field.

Man what were they thinking, didn't they try it out before it was rushed to mass production?

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Subject: Re: Which maps?

Posted by [Demolition man](#) on Sat, 29 Apr 2006 15:39:28 GMT

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You only need city flying

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