
Subject: how many mix maps do people have?
Posted by [futura83](#) on Sun, 20 Aug 2006 22:31:53 GMT
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i have 279 maps in my data file, which takes up 2.80 GB of my harddrive space.(it is a 70 GB Harddrive)

how many do you guys have.

p.s. yes i did get the uber-map pack

Subject: Re: how many mix maps do people have?
Posted by [Kamuix](#) on Sun, 20 Aug 2006 22:52:15 GMT
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Is there somewhere i can download them all at once?

EDIT: I have 11, not good

Subject: Re: how many mix maps do people have?
Posted by [jnz](#) on Sun, 20 Aug 2006 23:05:04 GMT
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why so many?

Subject: Re: how many mix maps do people have?
Posted by [futura83](#) on Sun, 20 Aug 2006 23:15:32 GMT
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i wanted the uber map pack, it has over 200 maps in it.

also, download the uber map pack here:

<http://www.gamearena.com.au/files/details/html/command-and-conquer-renegade-uber-map-pack>

you will have to register/have an account (its free)

Subject: Re: how many mix maps do people have?
Posted by [danpaul88](#) on Sun, 20 Aug 2006 23:30:00 GMT
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would this be the same uber map pack that comes with bucket loads of skins and sounds and makes your renegade look stupid?

I only download maps if I actually want to play them...

Subject: Re: how many mix maps do people have?
Posted by [Kamuix](#) on Sun, 20 Aug 2006 23:31:27 GMT
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I'm too lazy to register, whats your user name and pass?

Subject: Re: how many mix maps do people have?
Posted by [M1Garand8](#) on Sun, 20 Aug 2006 23:47:53 GMT
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I have 256 maps in my data folder.

Subject: Re: how many mix maps do people have?
Posted by [YSLMuffins](#) on Mon, 21 Aug 2006 04:47:34 GMT
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I have 57 (well, 58 now, because of Halo) maps; 482 MB.

Subject: Re: how many mix maps do people have?
Posted by [Halo38](#) on Mon, 21 Aug 2006 09:31:49 GMT
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112 maps, I have all the UNrules map packs + a few extra as UNrules keeps their packs free of conflicting maps.

Last time I used the Uber map pack I crashed often, I think there may of been some conflicting file names in the pack version or with the maps already in my directory, now I just keep it simple

Subject: Re: how many mix maps do people have?
Posted by [Goztow](#) on Mon, 21 Aug 2006 11:42:38 GMT
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The KOSs2 might pretty soon try to offer a cleaned out sort of über map pack. That means no bullshit, just the maps.

I got all über map pack maps + some others I downloaded from here and there. I'm going to try and upload those in a zip.

I'm just unsure if our 1024 GB limit will be good enough for this, so it might be we need to keep it lmembers only.

Subject: Re: how many mix maps do people have?
Posted by [Nightma12](#) on Mon, 21 Aug 2006 11:47:05 GMT
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depending on the size of the file, i dont mind helping to host this?

Subject: Re: how many mix maps do people have?
Posted by [Zion](#) on Mon, 21 Aug 2006 12:24:22 GMT
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I got my "uber map pack" from MP-Gaming, but they're not around anymore

Subject: Re: how many mix maps do people have?
Posted by [Goztow](#) on Mon, 21 Aug 2006 12:25:23 GMT
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Nightma12 wrote on Mon, 21 August 2006 13:47 depending on the size of the file, i dont mind helping to host this?

I think it'll be about 1 gigabyte. I was actually thinking of a public accessible FTP-location.

You mean you'd mirror it? Seems like a good idea to me

Subject: Re: how many mix maps do people have?
Posted by [troopr02](#) on Mon, 21 Aug 2006 14:27:12 GMT
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Why would you download 200+ maps if you will only play like 10 of them that servers actually put in their rotation?

Subject: Re: how many mix maps do people have?
Posted by [Nightma12](#) on Mon, 21 Aug 2006 14:32:54 GMT
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yeah, mirror

1GB

EDIT: troop, and you know y server owners dont host fan maps? coz nobody has the map.... lol so no1 joins

Subject: Re: how many mix maps do people have?
Posted by [Goztow](#) on Mon, 21 Aug 2006 14:37:03 GMT
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trooprm02 wrote on Mon, 21 August 2006 16:27 Why would you download 200+ maps if you will only play like 10 of them that servers actually put in their rotation?

1. For lazyness: it's easier to download maps one time than to download them each time one of those new maps is coming up in the rotation;
 2. To break through the circle of "server: I don't put fanmaps up because noone has them - Player: "I don't download fanmaps because no server has them"
 3. It allows you to test new maps
-

Subject: Re: how many mix maps do people have?
Posted by [Oblivion165](#) on Mon, 21 Aug 2006 14:44:58 GMT
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Im downloading it now.

It will be added to the map database at renhelp, it should be online by Tue 12pm Noon.

Subject: Re: how many mix maps do people have?
Posted by [Oblivion165](#) on Tue, 22 Aug 2006 01:42:30 GMT
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Done, 8pm Monday.

We now have over 1gb of maps! and that's compressed size.
