Subject: Updating UberMapPack
Posted by zunnie on Sun, 15 Feb 2009 20:22:45 GMT
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Gonna update the UberMapPack to include Renz0r Nitro soon.
Are there any new files/maps that should go into the mappack?
Links to download please

Subject: Re: Updating UberMapPack
Posted by BlueThen on Sun, 15 Feb 2009 23:50:16 GMT
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I wouldn't be adding pkg mods that big. Mostly because it can screw up people's loading times when connecting to XWIS.

Subject: Re: Updating UberMapPack
Posted by Good-One-Driver on Mon, 16 Feb 2009 00:53:33 GMT
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lol you should upload the uber boink pack in there.

Subject: Re: Updating UberMapPack
Posted by Lone0001 on Mon, 16 Feb 2009 02:21:28 GMT
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BlueThen wrote on Sun, 15 February 2009 18:50I wouldn't be adding pkg mods that big. Mostly because it can screw up people's loading times when connecting to XWIS.

I agree, don't put a pkg map that big in there, the uber mappack is already big enough.

Subject: Re: Updating UberMapPack
Posted by EvilWhiteDragon on Mon, 16 Feb 2009 16:14:43 GMT
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Remove all the crappy skins and stuff that's in there. It's a MAPpack, not a modsaddonWTFpack.

Like http://blackintel.org/files/blackintel.stripped.ubermappack.exe

Subject: Re: Updating UberMapPack
Posted by _SSnipe_ on Mon, 16 Feb 2009 18:11:51 GMT

EvilWhiteDragon wrote on Mon, 16 February 2009 08:14Remove all the crappy skins and stuff that's in there. It's a MAPpack, not a modsaddonWTFpack.

Like http://blackintel.org/files/blackintel.stripped.ubermappack.exe

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Subject: Re: Updating UberMapPack
Posted by Genesis2001 on Mon, 16 Feb 2009 23:23:18 GMT

Also, if you want, we can include them into our map downloader. All you need to do is upload them in .zip format to our ftp. (If you're interested, we can set you up with an ftp account and everything.)

Subject: Re: Updating UberMapPack
Posted by Good-One-Driver on Wed, 18 Feb 2009 04:20:13 GMT

GoodOneDriver wrote on Sun, 15 February 2009 18:53lol you should upload the uber boink pack in there.

still stands ^^

Subject: Re: Updating UberMapPack
Posted by _SSnipe_ on Wed, 18 Feb 2009 06:04:34 GMT

SSnipe wrote on Mon, 16 February 2009 10:11EvilWhiteDragon wrote on Mon, 16 February 2009 08:14Remove all the crappy skins and stuff that's in there. It's a MAPpack, not a modsaddonWTFpack.

Like http://blackintel.org/files/blackintel.stripped.ubermappack.exe

This still stands.

Subject: Re: Updating UberMapPack
Posted by cAmpa on Wed, 18 Feb 2009 13:31:32 GMT

Don't forget Deathlinks great maps, Creekdale, City2 and Greenery.

Subject: Re: Updating UberMapPack
Posted by zunnie on Wed, 18 Feb 2009 16:58:30 GMT
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cAmpa wrote on Wed, 18 February 2009 08:31Don't forget Deathlinks great maps, Creekdale, City2 and Greenery.

Downloaded..

Subject: Re: Updating UberMapPack
Posted by zunnie on Wed, 18 Feb 2009 17:14:12 GMT
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EvilWhiteDragon wrote on Mon, 16 February 2009 11:14Remove all the crappy skins and stuff that's in there. It's a MAPpack, not a modsaddonWTFpack.

Like http://blackintel.org/files/blackintel.stripped.ubermappack.exe

The PT skins that used to be included were removed from the mappack like a year ago.

Subject: Re: Updating UberMapPack
Posted by EvilWhiteDragon on Wed, 18 Feb 2009 19:03:21 GMT
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zunnie wrote on Wed, 18 February 2009 18:14EvilWhiteDragon wrote on Mon, 16 February 2009 11:14Remove all the crappy skins and stuff that's in there. It's a MAPpack, not a modsaddonWTFpack.

Like http://blackintel.org/files/blackintel.stripped.ubermappack.exe

The PT skins that used to be included were removed from the mappack like a year ago.
I'm not sure when I first downloaded it, but I do know for sure that it contained more than just PT skins.

Subject: Re: Updating UberMapPack
Posted by Genesis2001 on Thu, 19 Feb 2009 03:42:05 GMT
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EvilWhiteDragon wrote on Wed, 18 February 2009 12:03zunnie wrote on Wed, 18 February 2009 18:14EvilWhiteDragon wrote on Mon, 16 February 2009 11:14Remove all the crappy skins and stuff that's in there. It's a MAPpack, not a modsaddonWTFpack.

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The PT skins that used to be included were removed from the mappack like a year ago.
I'm not sure when I first downloaded it, but I do know for sure that it contained more than just PT skins.

Yea, like the City/Flying banner thingies in the middle of the map.

And I can't think of any others...It's been awhile since I've had the harddrive space for the UMP. =/

Subject: Re: Updating UberMapPack
Posted by Canadacdn on Thu, 19 Feb 2009 05:11:01 GMT
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Why put Nitro mod in there? It's way too damn big. I mean, if you're going to throw 200MB of stuff in there, you might as well put in something decent like RP2.

Subject: Re: Updating UberMapPack
Posted by Lone0001 on Thu, 19 Feb 2009 06:23:56 GMT
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^^

Seriously don't add any big pkg mods the pack is already big enough on it's own and it doesn't need any pkg mods in it.

Subject: Re: Updating UberMapPack
Posted by zunnie on Fri, 20 Feb 2009 11:14:21 GMT
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Canadacdn wrote on Thu, 19 February 2009 00:11Why put Nitro mod in there? It's way too damn big. I mean, if you're going to throw 200MB of stuff in there, you might as well put in something decent like RP2.

Link please?

Subject: Re: Updating UberMapPack

Posted by **GEORGE ZIMMER** on Fri, 20 Feb 2009 12:56:18 GMT

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zunnie wrote on Fri, 20 February 2009 05:14Canadacdn wrote on Thu, 19 February 2009 00:11Why put Nitro mod in there? It's way too damn big. I mean, if you're going to throw 200MB of stuff in there, you might as well put in something decent like RP2.

Link please?
...It's in his sig, lol.

Regardless, the point was NOT to put a giant mod in. Aside from that, rp2 needs special scripts, so that's sorta out of the question.

Just put alot of .mix maps, and the few maps that are .pkg and are pretty low in filesize and don't require special scripts and the like.

Also, I recommend some or all of deathlink's maps.

Subject: Re: Updating UberMapPack
Posted by **Speedy059** on Fri, 20 Feb 2009 14:24:35 GMT

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Why not just stick with a UberMapPack instead of Mods and Skins.... Make UberModPack and UberSkins separate. A lot of people don't want all the extra crap.

Subject: Re: Updating UberMapPack
Posted by **Genesis2001** on Fri, 20 Feb 2009 15:18:57 GMT

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Cabal8616 wrote on Fri, 20 February 2009 05:56zunnie wrote on Fri, 20 February 2009 05:14Canadacdn wrote on Thu, 19 February 2009 00:11Why put Nitro mod in there? It's way too damn big. I mean, if you're going to throw 200MB of stuff in there, you might as well put in something decent like RP2.

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Just put alot of .mix maps, and the few maps that are .pkg and are pretty low in filesize and don't require special scripts and the like.

Also, I recommend some or all of deathlink's maps.

If it's not already included, include C&C_GDI_Survival (not Nod_Survival)