
Subject: new maps

Posted by [Hitman](#) on Tue, 08 Feb 2011 13:55:05 GMT

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is the TT release going to included a few new maps like we had snow, mutation redux etc before ?

Subject: Re: new maps

Posted by [danpaul88](#) on Tue, 08 Feb 2011 13:58:16 GMT

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No, TT is not CP3.

Besides, the map downloader makes this pointless since servers can host any maps they want and clients will just auto-download them anyway.

Subject: Re: new maps

Posted by [Prulez](#) on Tue, 08 Feb 2011 15:06:29 GMT

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The Original announcement said there would be a new map added to TT!

Subject: Re: new maps

Posted by [danpaul88](#) on Tue, 08 Feb 2011 18:32:37 GMT

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As far as I am aware, current plans do not include any new maps.

Subject: Re: new maps

Posted by [liquidv2](#) on Mon, 14 Feb 2011 23:27:57 GMT

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danpaul88 wrote on Tue, 08 February 2011 12:32As far as I am aware, current plans do not include any new maps.

has the map downloader been tested on every windows operating system yet?

Subject: Re: new maps

Posted by [zunnie](#) on Tue, 15 Feb 2011 06:53:23 GMT

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It would be nice to include a new map, i always love to play new maps.... its a shame so little servers run new maps

In any case:

I vote Hangmans Canyon or Forgotten Town, these maps are nice

Subject: Re: new maps

Posted by [Gohax](#) on Tue, 15 Feb 2011 09:40:31 GMT

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What happened to adding City2/Flying or whatever? Though, the map downloader does make it kind of useless.

Subject: Re: new maps

Posted by [GEORGE ZIMMER](#) on Tue, 15 Feb 2011 23:12:01 GMT

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Prulez wrote on Tue, 08 February 2011 08:06The Original announcement said there would be a new map added to TT!

This. I totally remember you guys wanted to add that one City2 map by Deathlink.

In any case, though, I can understand why it'd be kinda useless.

Idea- why not have a sort of "Official" map pack with a bunch of maps like that one, Snow, and some others? Maps that are really well made and balanced and such.

Subject: Re: new maps

Posted by [Speedy059](#) on Wed, 16 Feb 2011 00:21:15 GMT

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If there is a TT Map Downloader, I'm not sure why they would have to include any maps. Server admins could easily dictate what new maps are added.

Subject: Re: new maps

Posted by [Prulez](#) on Wed, 16 Feb 2011 21:42:40 GMT

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Speedy059 wrote on Wed, 16 February 2011 01:21If there is a TT Map Downloader, I'm not sure why they would have to include any maps. Server admins could easily dictate what new maps are

added.

To improve server loading time!

Subject: Re: new maps

Posted by [Reaver11](#) on Wed, 16 Feb 2011 22:32:11 GMT

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Prulez wrote on Wed, 16 February 2011 14:42Speedy059 wrote on Wed, 16 February 2011 01:21If there is a TT Map Downloader, I'm not sure why they would have to include any maps. Server admins could easily dictate what new maps are added. To improve server loading time!

Or people with slow internet and data limit!

Yes they are still around somewhere.

Subject: Re: new maps

Posted by [Generalcamo](#) on Thu, 17 Feb 2011 00:19:56 GMT

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You want City 2/Flying?

<http://deathlink.ut-ccr.de/maps/CnCCityXSeries.zip>

Subject: Re: new maps

Posted by [Speedy059](#) on Thu, 17 Feb 2011 02:18:05 GMT

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Doesn't matter if they have a slow internet or limits, they still have to download the map somehow. And it might as well be automatically done through the TT Downloader thing... No difference in downloading it that way or off a website, it still has to be done to play on a server.

Subject: Re: new maps

Posted by [liquidv2](#) on Fri, 18 Feb 2011 06:22:56 GMT

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it would make things easier for the general renepublic, which i see as a good thing and in the case of the downloader failing in some way they'd already have some of the maps they couldn't get otherwise

Subject: Re: new maps
Posted by [Gen_Blacky](#) on Fri, 18 Feb 2011 07:09:52 GMT
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there's only like 1000 fan made maps for renegade there are plenty of new maps but no one really plays them.

Subject: Re: new maps
Posted by [liquidv2](#) on Sat, 19 Feb 2011 07:20:36 GMT
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for a few reasons; most of them that i've played in the uber map pack are quite large, meant for more players
few players actually have the maps and even fewer join servers where they're actually played; you end up with huge maps and low player counts, making every map a large-scale city or city_flying map where everyone seems to think stank rushing is the only way to go and attempts it the vast majority of the time

either you're on nod and stank rush or you're on gdi and do what you can to babysit and/or find the stank rush...good times

Subject: Re: new maps
Posted by [crazfulla](#) on Sun, 28 Aug 2011 03:49:58 GMT
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not every map favours stanks. A lot of them have bottlenecks like hourglass either in the base or just before it so stanks are easily guarded against. But then there are ones like Terrace where it is literally impossible to defend against stanks.
Anyway I think the reason not many maps are included is because no one who is any good makes them anymore. Gone are the days of Titan1x77, Halo38, Slash0x etc.

Subject: Re: new maps
Posted by [Aircraftkiller](#) on Sun, 28 Aug 2011 04:05:11 GMT
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Nobody "good" who makes levels anymore? I beg your pardon?

You would be hard pressed to find many people that think anyone you named were quality level designers. Titan made some of the better work out there; his work still needed a lot of focus, and a lot of improvement.

Subject: Re: new maps

Subject: Re: new maps
Posted by [Intradox](#) on Mon, 29 Aug 2011 18:19:16 GMT
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Aircraftkiller wrote on Mon, 29 August 2011 09:14Of course I am. Tell me someone else who's making a professional quality game level for Renegade that could be ported over to UDK or another game engine and look just as good, if not better. If you can do that, then I'll blow their horn too.

Sla.ro(master) is an idiot, I think we're all pretty aware of that by now.

A little humility never hurt anyone.

Subject: Re: new maps
Posted by [Aircraftkiller](#) on Mon, 29 Aug 2011 21:02:14 GMT
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If I didn't say I was good, what would I call myself? Bad? Mediocre? I've been doing this for over 10 years. If I wasn't good at what I do by now, I would be worried about my future.

Subject: Re: new maps
Posted by [Caveman](#) on Mon, 29 Aug 2011 21:04:06 GMT
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Perhaps try to be a bit modest? I don't know and I don't really care. Call yourself the map making god for all I care...But credit where its due I have to say Glacier flying is THE best map.

Subject: Re: new maps
Posted by [Aircraftkiller](#) on Mon, 29 Aug 2011 21:44:02 GMT
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Saying I am good at what I do is no different than saying I'm an environment artist, or that I enjoy eating food. It's a fact. If I was bad at game design, I would be making things like C&C_Enterway or whatever. I am being modest about myself.

If I went around proclaiming that I'm God's gift to level design, then your remark about modesty would be appropriate.

Subject: Re: new maps
Posted by [Caveman](#) on Mon, 29 Aug 2011 22:09:43 GMT
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All I'm saying is yeah your a good map maker, the evidence speaks for itself but you don't have to remind everyone. I'm a decent ren player yet I never pat myself on the back when I see others not playing as well as I do.

Subject: Re: new maps
Posted by [iRANian](#) on Mon, 29 Aug 2011 22:11:41 GMT
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i offer them renegading lessons
