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Subject: New maps in rotation on NewMaps 4.0 server

Posted by [zunnie](#) on Fri, 13 Apr 2012 17:11:43 GMT

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I have added a few new maps into rotation which include:

C&C\_The\_Moon -- [http://www.ultraaow.com/downloads/C&C\\_The\\_Moon.zip](http://www.ultraaow.com/downloads/C&C_The_Moon.zip)

It is a semi large map with low gravity for infantry and vehicles taking place on the MOON

C&C\_Bio -- [http://www.ultraaow.com/downloads/C&C\\_Bio.zip](http://www.ultraaow.com/downloads/C&C_Bio.zip)

Nice map with a talking vagina in the tunnel

C&C\_IslandsEVO1s -- [http://www.ultraaow.com/downloads/C&C\\_IslandsEVOs1.zip](http://www.ultraaow.com/downloads/C&C_IslandsEVOs1.zip)

Map with lots of custom units from RA2 game on the map Islands from Westwood.

C&C\_Golf\_Course -- [http://www.ultraaow.com/downloads/C&C\\_Golf\\_Course.zip](http://www.ultraaow.com/downloads/C&C_Golf_Course.zip)

Map on a Golf Course by aircraftkiller.

C&C\_Quick\_Draw -- [http://www.ultraaow.com/downloads/C&C\\_Quick\\_Draw.zip](http://www.ultraaow.com/downloads/C&C_Quick_Draw.zip)

Awesome extremely small map. Very intense

C&C\_Tobruk -- [http://www.ultraaow.com/downloads/C&C\\_Tobruk.zip](http://www.ultraaow.com/downloads/C&C_Tobruk.zip)

Awesome map

Server Nickname: a0000000w

Server IP: 188.138.84.233

Server Port: 7000

Server Slots: 52

Come join sometime

Greetz zunnie

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [YesNoMayb](#) on Sat, 14 Apr 2012 20:28:56 GMT

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Add Carnage\_Club Extreme.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Speedy059](#) on Sun, 15 Apr 2012 08:51:09 GMT

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I miss playing new maps.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Aircraftkiller](#) on Sun, 15 Apr 2012 15:35:41 GMT

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I agree completely, provided that they look good and aren't simply barren expanses of terrain from 2002 and 2003 as a majority of "new maps" are. Isn't that a misnomer now? They're almost as old as the game itself.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Speedy059](#) on Mon, 16 Apr 2012 03:29:08 GMT

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They are newer than the original maps

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Aircraftkiller](#) on Mon, 16 Apr 2012 21:51:52 GMT

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Just barely.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [TORN](#) on Mon, 16 Apr 2012 22:33:26 GMT

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That's why my server is FANMAPS

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Aircraftkiller](#) on Mon, 16 Apr 2012 22:42:50 GMT

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\*CUSTOM MAPS

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [TORN](#) on Mon, 16 Apr 2012 22:50:59 GMT

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Hmm, I might steal that

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Titan1x77](#) on Wed, 09 May 2012 00:34:44 GMT

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Looks like this is the last fan/custom/new maps server around. Haven't played in a long long time, but over the past couple of years any time i decided to go back n have a lil fun in renegade it's littered with dumb mods.

I'd like a vanilla server without people spamming custom sounds and picking up absurd crates and what not. Just vanilla Renegade.

at the very least add a "stopsounds" command

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [YesNoMayb](#) on Thu, 10 May 2012 21:58:28 GMT

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There is Jelly Map Pack Marathon 4.0 but it is down ATM.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [liquidv2](#) on Fri, 11 May 2012 00:37:07 GMT

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it sounds like you're describing the st0rm server  
that's not around anymore, for the record

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [shaitan](#) on Fri, 11 May 2012 05:35:20 GMT

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TORN wrote on Mon, 16 April 2012 16:33 That's why my server is FANMAPS

That name was taken years ago. FM clan ring a bell? The last I heard Hunty still owned that.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [C4Smoke](#) on Fri, 11 May 2012 05:37:40 GMT

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shaitan wrote on Thu, 10 May 2012 22:35TORN wrote on Mon, 16 April 2012 16:33That's why my server is FANMAPS

That name was taken years ago. FM clan ring a bell? The last I heard Hunty still owned that.

©Renerights

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [zunnie](#) on Fri, 11 May 2012 05:49:22 GMT

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<http://www.zunnie.net/fanmaps/>

good old times

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Speedy059](#) on Fri, 11 May 2012 16:55:32 GMT

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Add these:

Tib Pit 3

High Noon 2

Terrace

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [FaaR](#) on Fri, 11 May 2012 17:23:47 GMT

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Speedy059 wrote on Fri, 11 May 2012 09:55Add these:

Tib Pit 3

High Noon 2

Terrace

---

terrace and high noon are in

Also wanted to add Crevasse, but it seems you will fall trough the floor unfortunately, so we hope that there wil be some fixes for fan maps in the future.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Aircraftkiller](#) on Fri, 11 May 2012 22:27:30 GMT

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Just add the file mgbar\_int\_n.w3d or whatever it is from the tutorial map into your server's data folder... Or just add the tutorial map into your server's data folder. That should fix it. I didn't realize that the FDS didn't come stocked with all of the MP interiors.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [FeaR](#) on Fri, 11 May 2012 22:47:38 GMT

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Aircraftkiller wrote on Fri, 11 May 2012 15:27 Just add the file mgbar\_int\_n.w3d or whatever it is from the tutorial map into your server's data folder... Or just add the tutorial map into your server's data folder. That should fix it. I didn't realize that the FDS didn't come stocked with all of the MP interiors.

Allright ill try that, ty

well ive put the tutorial map in de data folder but no luck  
you still fall torugh the barracks, and the lights on the buildings are shining with a WW texture.  
Guess we will have to wait till there is a proper fix for 4.0 fan map servers.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [shaitan](#) on Fri, 11 May 2012 23:35:42 GMT

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FeaR wrote on Fri, 11 May 2012 16:47 Aircraftkiller wrote on Fri, 11 May 2012 15:27 Just add the file mgbar\_int\_n.w3d or whatever it is from the tutorial map into your server's data folder... Or just add the tutorial map into your server's data folder. That should fix it. I didn't realize that the FDS didn't come stocked with all of the MP interiors.

Allright ill try that, ty

well ive put the tutorial map in de data folder but no luck  
you still fall torugh the barracks, and the lights on the buildings are shining with a WW texture.  
Guess we will have to wait till there is a proper fix for 4.0 fan map servers.

You're using the Resource Manager, all of the maps have to be removed from the data folder. I already told you what might fix it on TS.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [FeaR](#) on Fri, 11 May 2012 23:41:03 GMT

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The problem was already there, without having any maps in the data folder...

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [shaitan](#) on Sat, 12 May 2012 00:57:44 GMT

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Just pointing out that the data folder trick wont work. ;p

Quote:This is extremely important:

Remove the .mix files from the server data folder or the ttf's will not function correctly.

Players who connect to your server will then download the packages from your website.

Would it be mgbar\_int\_lm001.w3d that might be needed, AirCraftKiller? 0.o

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [FeaR](#) on Sat, 12 May 2012 13:52:01 GMT

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well we got it working now, only missing the light textures on all the lights, but maybe we will figure that out aswell.

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Speedy059](#) on Sun, 20 May 2012 20:32:58 GMT

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I wish more people would play these newer maps as oppose to the original Westwood maps

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Generalcamo](#) on Mon, 21 May 2012 00:34:04 GMT

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Add Fjords TR

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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [Sean](#) on Mon, 21 May 2012 00:38:09 GMT

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Generalcamo wrote on Sun, 20 May 2012 17:34Add Fjords Tree Rampage

Fixed.

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