
Subject: if you had your own server what would your map rotation be?

Posted by [Titan1x77](#) on Sun, 13 Apr 2003 13:45:07 GMT

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Seige

Hangmans canyon

Tiberium Cave

Tiberium pit 2

DM Cambodia

Bunkers

Alpine...even though you'll go blind if you play it for more then 10 mins

And thats about it....most other maps are played out or just plain suck.

Subject: if you had your own server what would your map rotation be?

Posted by [Halo38](#) on Sun, 13 Apr 2003 14:57:21 GMT

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C&C_Temple_DM

C&C_DM_Towers

C&C_Bio_Flying

C&C_Tobruk

C&C_Forgotten_Town

C&C_Hybrid_Forest

C&C_Market_Garden

Subject: if you had your own server what would your map rotation be?

Posted by [Imdgr8one](#) on Sun, 13 Apr 2003 15:05:51 GMT

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The only one I've heard of in that list is DM_Temple.

Subject: if you had your own server what would your map rotation be?

Posted by [General Havoc](#) on Sun, 13 Apr 2003 15:13:13 GMT

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Just replace L02_Snow.dds with a different texture when you play that map. That snow texture doesn't work well at all unless you alpha blend it. Rename a texture from the always.dat and place it in your data folder. Apart from that testure alpine is a good map even though you have to walk a lot.

I am finishing of a map I made a while ago when I just started modding. It is basically a Nod

Tiberian Refinery Deathmatch but it has an outside area with working harvester and tiberian fields. The elevator has had teleporters added and it works well. But the main difference about the map to any other is that it is a true team deathmatch. This means you win by kills instead of points like normally and the kill limit is user settable. I have just got to finish the terrain properly because all the scripts are added. Just waiting for version 1.1 of the DLL then i should be able to release it. I don't know how fun it would be to play but it's an example for the script if anything.

_General Havoc

Subject: if you had your own server what would your map rotation be?

Posted by [Titan1x77](#) on Sun, 13 Apr 2003 16:33:30 GMT

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C&C_DM_Towers
C&C_Bio_Flying
C&C_Tobruk
C&C_Forgotten_Town
C&C_Hybrid_Forest
C&C_Market_Garden

if these are maps your making....

Get to work and release them!!!

We need more maps!

Subject: if you had your own server what would your map rotation be?

Posted by [Halo38](#) on Sun, 13 Apr 2003 17:53:02 GMT

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C&C_DM_Towers
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C&C_Tobruk
C&C_Forgotten_Town
C&C_Hybrid_Forest
C&C_Market_Garden

if these are maps your making....

Get to work and release them!!!

We need more maps!

4 are for warpath

1 is in alpha testing phase (very hush hush)

1, well lets just say keep an eye on the forums.....soon

Subject: if you had your own server what would your map rotation be?

Posted by [Halo38](#) on Sun, 13 Apr 2003 18:01:49 GMT

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General HavocJust replace L02_Snow.dds with a different texture when you play that map. That snow texture doesn't work well at all unless you alpha blend it. Rename a texture from the always.dat and place it in your data folder. Apart from that testure alpine is a good map even though you have to walk a lot.

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_General Havoc

1 of mine will be simalar but i have all characters purchasable with basic weapons all other weapons are pickups. all characters give the same death points as the free infantry (death 1, damage 0.010) so damage is taken into account as well as kills the temps are taking ages (have pt icons too) might realease them to aid in development of better DMs, but we'll see....

Subject: if you had your own server what would your map rotation be?

Posted by [NHJ BV](#) on Sun, 13 Apr 2003 18:11:47 GMT

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I would host Renegade Alert.

Subject: if you had your own server what would your map rotation be?

Posted by [Halo38](#) on Sun, 13 Apr 2003 18:21:30 GMT

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NHJ BVI would host Renegade Alert.

Is it me or is this thread spiraling way of topic

Subject: if you had your own server what would your map rotation be?

Posted by [Nightma13](#) on Sun, 13 Apr 2003 18:22:45 GMT

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i would make loads of map and put them onto 1 big server

Subject: if you had your own server what would your map rotation be?

Posted by [kawolsky](#) on Sun, 13 Apr 2003 18:26:45 GMT

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C&C_Tree
C&C_hello
C&C_grass
C&C_food
C&C_clothes
C&C_boo
C&C_terd
C&C_dead
C&C_window
C&C_door
C&C_floor
C&C_people

Subject: if you had your own server what would your map rotation be?

Posted by [Cpo64](#) on Sun, 13 Apr 2003 20:45:02 GMT

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I would host my map

|| Then I would set up a web page, where people could vote for there
|| favorite maps, and the top 10 maps would be on the server.
||
V

Subject: if you had your own server what would your map rotation be?

Posted by [Crimson](#) on Sun, 13 Apr 2003 20:50:58 GMT

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Cpo64I would host my map

|| Then I would set up a web page, where people could vote for there
|| favorite maps, and the top 10 maps would be on the server.

||
V

msgtpain already has a site like that at <http://www.renmaps.com>

Subject: if you had your own server what would your map rotation be?

Posted by [Cpo64](#) on Sun, 13 Apr 2003 20:57:29 GMT

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CrimsonCpo64I would host my map

|| Then I would set up a web page, where people could vote for there
|| favorite maps, and the top 10 maps would be on the server.

||
V

msgtpain already has a site like that at <http://www.renmaps.com>

I have seen that site, which server is it related to? Does the server change to represent the votes on the site?

Subject: if you had your own server what would your map rotation be?

Posted by [Crimson](#) on Sun, 13 Apr 2003 21:01:55 GMT

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It's for the Pits server. And I think he does use that for his rotation.

Subject: if you had your own server what would your map rotation be?

Posted by [Cpo64](#) on Sun, 13 Apr 2003 21:13:11 GMT

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Ah, its really hard to get into that one. Need more!

Subject: if you had your own server what would your map rotation be?

Posted by [General Havoc](#) on Sun, 13 Apr 2003 22:09:20 GMT

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Halo, i can see what your doing but it's a bit time consuming. The way i'm doing it is using custom scripts written by Jon Wilson. Points mean nothing in terms of winning unless the team doesn't win by kills after the time limit. After a team kills a certain amount of players the game will end. Also because of the way the script works if you kill someone who has just spawned and is AFK it won't count it as a kill which is quite a good bug. I'm just waiting for version 1.1 of the DLL before i can get it working. Should be good though. Your idea used with JW's Team Deathmatch script could work well. The limitation t your script is that your unable to end the game before the time limit is up.

_General Havoc

Subject: if you had your own server what would your map rotation be?

Posted by [Halo38](#) on Sun, 13 Apr 2003 22:33:58 GMT

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_General Havoc

Yes it is very time consuming but then so where the temple dm ones all nod had keycards

Yes I was reading through the scripts but i just didn't like the idea of it

I'll stick with my way as i'm almost done, but will always consider using scripts when they turn up.

Being unable to end the game before the time is up is normal (in rene anyway) the point of my temps is to allow people to change character and not be the same standard soilder all the time (boring) like normal DM's and still have the system of starting with a basic weapon and collecting better ones.

When the scriipts come out i may do an update, depending on how they are recived.

Subject: if you had your own server what would your map rotation be?

Posted by [\[sgj\]theOne](#) on Mon, 14 Apr 2003 00:03:54 GMT

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Under

Under
Mesa
Mesa
City_Flying
Field
Field
City_Flying
Hourglass
Under
Volcano

Subject: if you had your own server what would your map rotation be?
Posted by [MSNSazabi](#) on Mon, 14 Apr 2003 00:33:14 GMT
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i think i would rotate every map that i have (all the ones off of renmaps.) the only ones i wouldn't rotate are the original maps released with the game.

Subject: if you had your own server what would your map rotation be?
Posted by [Halo38](#) on Mon, 14 Apr 2003 01:09:53 GMT
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[sgthe0ne]Under
Under
Mesa
Mesa
City_Flying
Field
Field
City_Flying
Hourglass
Under
Volcano

You can't play the same map straight after you have already played it once in a rotation like that... can you??

Subject: if you had your own server what would your map rotation be?
Posted by [Cpo64](#) on Mon, 14 Apr 2003 01:45:02 GMT
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maybe with the FDS?

Subject: if you had your own server what would your map rotation be?

Posted by [Rich\[HN\]](#) on Mon, 14 Apr 2003 20:41:18 GMT

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On my FDS server, the maps are:

1. C&C Tiberium Pit 2
 2. C&C Hourglass
 3. C&C Death Island
 4. C&C Canyon
 5. C&C Pipe Fight Evolved
 6. C&C City Flying
 7. C&C Bunkers
 8. C&C Volcano
-

Subject: if you had your own server what would your map rotation be?

Posted by [Titan1x77](#) on Mon, 14 Apr 2003 23:09:55 GMT

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whats the name of your server?and where is it WOL or GS?
