
Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Jarhead](#) on Wed, 19 Mar 2003 22:15:29 GMT

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00: C&C_Volcano.mix
01: C&C_Paradox_Harbor.mix
02: C&C_Walls_Flying.mix
03: C&C_Tropics.mix
04: C&C_Hourglass.mix
05: C&C_River_Canyon.mix
06: C&C_Canyon.mix
07: C&C_Hangmans_Canyon.mix
08: C&C_City_Flying.mix
09: C&C_Basin.mix
10: C&C_Complex.mix
11: C&C_Islands.mix
12: C&C_Land.mix
13: C&C_Field.mix
14: C&C_Sand.mix

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Aircraftkiller](#) on Wed, 19 Mar 2003 23:24:14 GMT

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Well, I know I'm definitely dropping the game on Paradox Harbor and Hangman's Canyon.

The rest I have no problem with.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Raven](#) on Wed, 19 Mar 2003 23:33:20 GMT

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Just like 95% of us drop the game when Glacier comes up.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Aircraftkiller](#) on Wed, 19 Mar 2003 23:34:56 GMT

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Quoth the Raven, "Nevermore!"

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Blazer](#) on Wed, 19 Mar 2003 23:37:21 GMT

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AircraftkillerQuoth the Raven, "Nevermore!"

LOL!

Paradox Harbor does piss me off though...GDI just drives into the ocean and pounds the Nod base from behind.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Jarhead](#) on Thu, 20 Mar 2003 00:04:22 GMT

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AircraftkillerWell, I know I'm definitely dropping the game on Paradox Harbor and Hangman's Canyon.

The rest I have no problem with.

Hi Ack, whatever floats your boat....see ya there

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Aircraftkiller](#) on Thu, 20 Mar 2003 00:10:25 GMT

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Sure thing, chief.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [NeoSaber](#) on Thu, 20 Mar 2003 00:12:33 GMT

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I think Paradox Harbor has too many technical problems. For instance, the bridge's collision wasn't done right. When the bridge collapses the collision becomes very screwed up. Vehicles fall right through it, infantry gets jammed on it, etc.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [FRAMER428](#) on Thu, 20 Mar 2003 01:59:10 GMT

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AircraftkillerQuoth the Raven, "Nevermore!"

that poems teh pwnage

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server

Posted by [Creed3020](#) on Thu, 20 Mar 2003 03:59:05 GMT

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What's wrong with Hangman's Canyon, because I think it's great. There really isn't anything wrong with it and works well with alot of people.

During the days of MMN we tried it out alot with 30+ ppl and it was great. Nod pulled off some pretty good Stank rushes as GDI did one with Transports. I think it good all round, I hope it's not taken out of the loop.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server

Posted by [World133t](#) on Thu, 20 Mar 2003 04:30:33 GMT

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Hmm. I need to get hangmans.

After that awful map "C&C_Carnage_Club" I have been scared to get any fan made map.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server

Posted by [Raven](#) on Thu, 20 Mar 2003 05:04:26 GMT

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I made a map called C&C_Glacier_Sux

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server

Posted by [Raven](#) on Thu, 20 Mar 2003 05:06:45 GMT

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I want to see C&C_Iraq, C&C_Hawaii, C&C_North_Pole, C&C_North_Dakota, and C&C_Candyland.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server

Posted by [Aircraftkiller](#) on Thu, 20 Mar 2003 05:30:14 GMT

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Creed3020What's wrong with Hangman's Canyon, because I think it's great. There really isn't

anything wrong with it and works well with alot of people.

During the days of MMN we tried it out alot with 30+ ppl and it was great. Nod pulled off some pretty good Stank rushes as GDI did one with Transports. I think it good all round, I hope it's not taken out of the loop.

Horrible texturing
Ripped off tunnels from Hourglass
Unbalanced gameplay
Unbalanced weapon spawns
Boring, dull, uninteresting terrain
Poor use of fog
Horrid base layouts
No visibility rendering, so you have to render the entire map instead of small portions.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [DaveGMM](#) on Thu, 20 Mar 2003 06:59:19 GMT
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RavenI made a map called C&C_Glacier_Sux

Notice how no-one cares about your peti vendetta against ACK?

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Aurora](#) on Thu, 20 Mar 2003 07:13:23 GMT
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True. All you ACK haters need to go get a life.

I wish Conquest_Islands was in there. that map is cool.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Imdgr8one](#) on Thu, 20 Mar 2003 22:28:29 GMT
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ya we need to get one of those in there. I never liked Hangmans_canyon though for some reason.....

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [U927](#) on Fri, 21 Mar 2003 04:27:33 GMT
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AircraftkillerQuoth the Raven, "Nevermore!"

ROFL. I love that poem. I even made it into a small play for my drama class.

"Get thee back into the tempest and the Night's Plutonian shore!
Leave no black plume as a token of that lie thy soul hath spoken!

Take thy beak from out my heart, and take thy form from off my door!"
Quoth the Raven, "Nevermore."

Favorite verse, right there!

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Raven](#) on Fri, 21 Mar 2003 06:14:59 GMT
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sitting inside nod's airstrip with c4s planted on the mct
28 seconds
RavenUSC3: You make vehicles.....
Nod Airstrip Destroyed.
RavenUSC3: Nevermore!
Nod: wah wah wah
GDI: hahahaah
Raven: you're welcome
GDI: wait, can you kill the power too? that obelisk is still shooting me.

Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [Aurora](#) on Fri, 21 Mar 2003 07:06:00 GMT
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Silence, Pidgeon.

Subject: raven...
Posted by [flyingfox](#) on Fri, 21 Mar 2003 10:07:23 GMT
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aurorax0Silence, Pidgeon.

Stop picking on Raven, lol
