
Subject: Jesus

Posted by [iRANian](#) on Sun, 22 May 2011 15:13:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

this sums up fan maps

Subject: Re: Jesus

Posted by [MUDKIPS](#) on Sun, 22 May 2011 15:19:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'd play the fuck out of that

Subject: Re: Jesus

Posted by [EvilWhiteDragon](#) on Sun, 22 May 2011 16:50:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 22 May 2011 17:13

this sums up fan maps
I think it's a bit small.

Subject: Re: Jesus

Posted by [GEORGE ZIMMER](#) on Sun, 22 May 2011 17:02:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I especially love when they throw in random vehicles, even though they imbalance the map 90% of the time.

I need to stop being lazy and put out a decent fanmap sometime. Then again I've actually been busy as of late, but still.

Subject: Re: Jesus

Posted by [EvilWhiteDragon](#) on Sun, 22 May 2011 20:13:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Sun, 22 May 2011 19:02I especially love when they throw in random vehicles, even though they imbalance the map 90% of the time.

I need to stop being lazy and put out a decent fanmap sometime. Then again I've actually been busy as of late, but still.

Trolololo

Subject: Re: Jesus

Posted by [MUDKIPS](#) on Sun, 22 May 2011 20:29:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Sun, 22 May 2011 13:13GEORGE ZIMMER wrote on Sun, 22 May 2011 19:02I especially love when they throw in random vehicles, even though they imbalance the map 90% of the time.

I need to stop being lazy and put out a decent fanmap sometime. Then again I've actually been busy as of late, but still.

Trolololo

Carnage Club Xtreme

stfu

Subject: Re: Jesus

Posted by [zeratul](#) on Sun, 22 May 2011 22:34:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'd play that for the hell of it

Subject: Re: Jesus

Posted by [Gen_Blacky](#) on Mon, 23 May 2011 00:56:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

their are some good fan map made maps just not very many

Subject: Re: Jesus

Posted by [Spyder](#) on Mon, 23 May 2011 05:42:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

MUDKIPS wrote on Sun, 22 May 2011 22:29EvilWhiteDragon wrote on Sun, 22 May 2011 13:13GEORGE ZIMMER wrote on Sun, 22 May 2011 19:02I especially love when they throw in random vehicles, even though they imbalance the map 90% of the time.

I need to stop being lazy and put out a decent fanmap sometime. Then again I've actually been busy as of late, but still.

Trolololo

Carnage Club Xtreme

stfu

That and Nightclub, both awesome maps.

Subject: Re: Jesus

Posted by [liquidv2](#) on Mon, 23 May 2011 09:10:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

those glorious cliffs take my breath away

Subject: Re: Jesus

Posted by [Goztow](#) on Mon, 23 May 2011 12:08:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Usually fanmaps are much bigger than that, making you run for 10 minutes without meeting an enemy.

Subject: Re: Jesus

Posted by [Reaver11](#) on Mon, 23 May 2011 12:24:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Or the Harvester tends not to work.

And one of the trickiest is usually the placement of the AGT vs OB.
Though alot of them are very fun to play on.

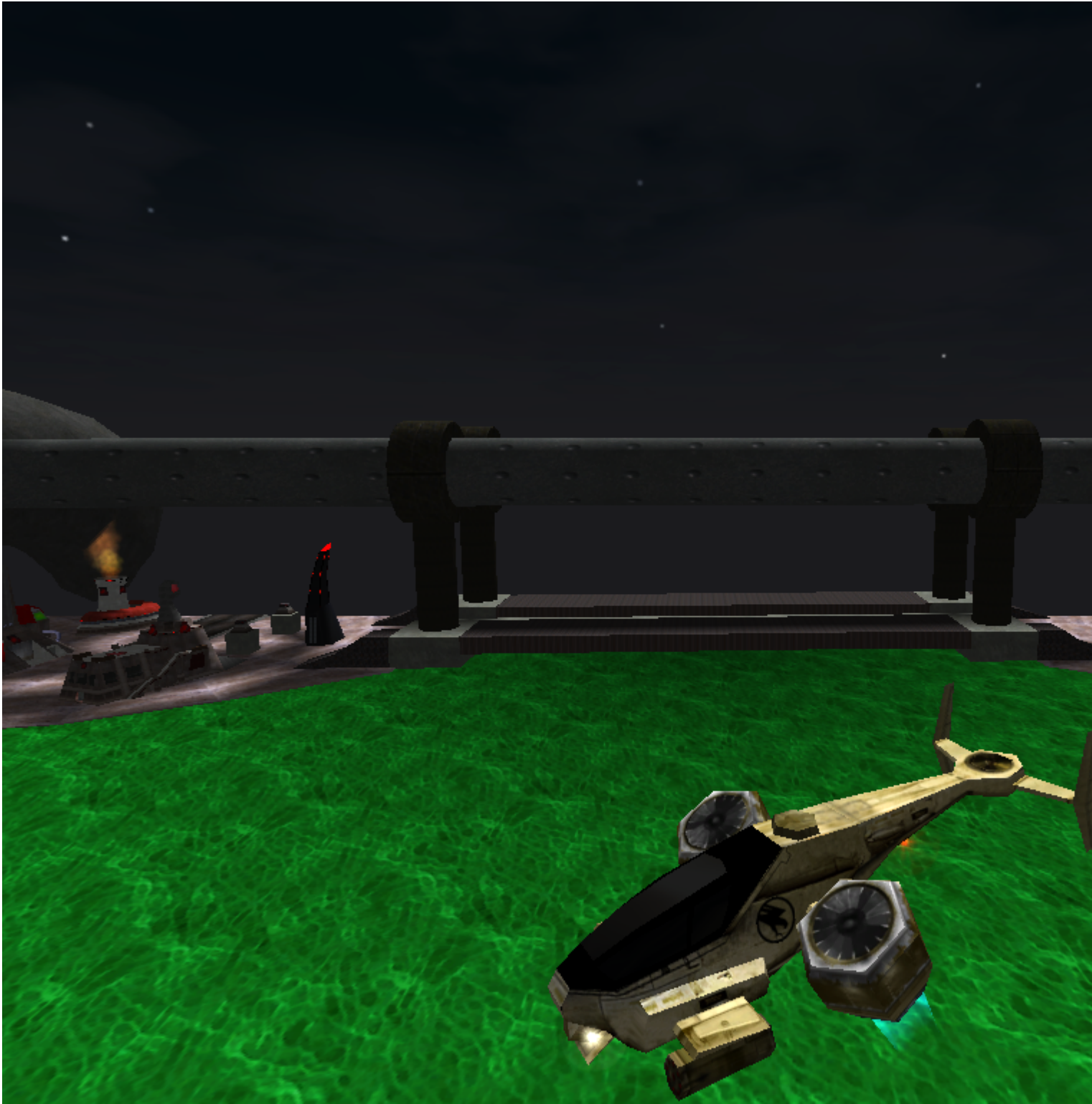
Subject: Re: Jesus

Posted by [iRANian](#) on Mon, 23 May 2011 15:59:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [game 2011-05-23 15-05-39-41.png](#), downloaded 992 times



Subject: Re: Jesus
Posted by [zeratul](#) on Mon, 23 May 2011 19:52:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

if the pipes up above were tunnels that would be a very fun map

Subject: Re: Jesus

Posted by [EvilWhiteDragon](#) on Mon, 23 May 2011 19:53:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Zeratul wrote on Mon, 23 May 2011 21:52if the pipes up above were tunnels that would be a very fun map

No.

Subject: Re: Jesus

Posted by [zeratul](#) on Mon, 23 May 2011 20:01:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Mon, 23 May 2011 13:53Zeratul wrote on Mon, 23 May 2011 21:52if the pipes up above were tunnels that would be a very fun map

No.

would to me

Subject: Re: Jesus

Posted by [Aircraftkiller](#) on Mon, 23 May 2011 20:22:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Which is why you think maps like the first one in the thread are fun.

/stop quoting posts directly above you

Subject: Re: Jesus

Posted by [zeratul](#) on Mon, 23 May 2011 20:25:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 23 May 2011 14:22Which is why you think maps like the first one in the thread are fun.

/stop quoting posts directly above you

i said id play it for the hell of it fun was never mentioned

why stop? theres no rule against it

Subject: Re: Jesus

Posted by [nikki6ixx](#) on Mon, 23 May 2011 21:56:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

I recall one desert map where it took about a dozen minutes to run from one base to another. Nothing was more fun than running in a straight line looking at the same recycled textures over and over again.

Whoever conceived that map should have been dropped in the Mojave Desert and left for the vultures.

Subject: Re: Jesus

Posted by [iRANian](#) on Mon, 23 May 2011 22:57:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Zeratul wrote on Mon, 23 May 2011 13:25 Aircraftkiller wrote on Mon, 23 May 2011 14:22 Which is why you think maps like the first one in the thread are fun.

/stop quoting posts directly above you
i said id play it for the hell of it fun was never mentioned
why stop? theres no rule against it
Because it makes you like retarded

Subject: Re: Jesus

Posted by [saberhawk](#) on Tue, 24 May 2011 00:18:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

nikki6ixx wrote on Mon, 23 May 2011 17:56 I recall one desert map where it took about a dozen minutes to run from one base to another. Nothing was more fun than running in a straight line looking at the same recycled textures over and over again.

Whoever conceived that map should have been dropped in the Mojave Desert and left for the vultures.

That would be too kind; there are more texture variations in the Mojave desert

Subject: Re: Jesus

Posted by [EvilWhiteDragon](#) on Tue, 24 May 2011 07:33:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Any map larger than City is boring with current playercounts. Perhaps that with 64 players larger maps would be acceptable, but now certainly not.
You should be able to walk to the other side.

Subject: Re: Jesus
Posted by [Stefan](#) on Tue, 24 May 2011 11:10:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn son, those cliffs look great.

<http://www.renegadeforums.com/index.php?t=msg&th=37352&prevloaded=1&rid=20925&start=0>

I thought this fanmap looked pretty good though, better than most westwood maps. Shame he never finished it.

Subject: Re: Jesus
Posted by [Reaver11](#) on Tue, 24 May 2011 11:58:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

No the cliffs in this topic are the best ->

http://www.renegadeforums.com/index.php?t=msg&goto=406082&rid=22503#msg_406082

Subject: Re: Jesus
Posted by [Jesus](#) on Wed, 25 May 2011 03:33:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

And here I thought this thread would be about me.
