I'm about to bring a 32 person online for Renegade.

but i'm concerned by the lack of players playing mod maps.

On my other server - House of Stone - the most i see are 5 players at a time. And usually - when the maps change - they all get dropped. (lack of map on thier rig).

Now - there could be a couple of reasons why this is happening.

1. People don't know or care that they can get fan maps.

2. People just want to play the canned WestWood ones.

3. The choices of maps are limited in playability or fun.

4. Lack of info on maps being played.

5. Server sucks.

6. Renegade is slowly dying. (or mod maps are?)

_____

So - in order to get an accurate gauge of what people want - Please post what maps (fan based) you play all the time.

PLEASE - don't start a flame war - or comments on how much so and so's map sucks - Just put your choices down. and refrain from commenting on others opinions....

Also - include what starting money you like, radar on/off, Friendly fire, etc....

The server will be running on a Dell Poweredge 2500 Dual processor (1. server - with windows 2000 adv. It is connected to a full T-1 line via fiber optics. (it has 1 gig of memory - and running raid 5 scsi)

The other server will be running on a Dell Poweredge 2000 (same specs as above - but 2 gig mem)

Thank you for your time -

Quote:
Map01=C&C_Deth_Islands.mix

Map02=C&C_City_Flying.mix

Map03=C&C_Tropics.mix

Map04=C&C_Walls_Flying.mix

Map05=C&C_Volcano.mix

Map06=C&C_River_Canyon.mix

Map07=C&C_Mesa.mix

Map08=C&C_Siege.mix

Map09=C&C_Conquest_Winter.mix

Map10=C&C_Complex.mix

Map11=C&C_Conquest_Island.mix

Map12=C&C_Secretbase.mix

Map13=C&C_Hangmans_Canyon.mix

Map14=C&C_High_Altitude.mix

Map15=C&C_Canyon.mix

Map16=C&C_Glacier_Flying.mix

thats our map list and we are never empty..even tho BR only rotates 10 of them maps (complex is last map then it restarts)
but befopre BR.net we ran them all and server was mainly full

time: 35 - 40 mins people seem to like
money: 150 is pretty good

Subject: Question? about FDS.
Posted by MSNSazabi on Tue, 22 Apr 2003 17:43:03 GMT
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if you have a good stable server where people get a low ping, then most players will probably download the maps that you run as long as they're easy to find. my friend and i looked for a good server for a while then we found the pits. it had all that i mentioned so we went to renmaps and downloaded every map they have on that site. now, my friend and i play on the pits 99% of the time.

Subject: Question? about FDS.
Posted by General Havoc on Tue, 22 Apr 2003 19:30:26 GMT
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Well my advice would be to host it in Gamespy mode. If you use gamespy then you will know how popular renbattle is. It's a 32 player server that hosts custom maps which are on their site (http://www.renbattle.com) as map packs. It saves everyone looking for the maps and people will play if they don't have to bother looking for the maps all over the web. If you make an good site with a list of the maps and a link for the map itself if not a map pack then it should work out. I would be happy to see a server hosting mods and custom maps in gamespy mode. 32 Player servers are normally a big hit on gamespy. Just an idea.

When i'm refering to gamespy I mean Gamespy Mode servers. A lot of people use programs such as "The All Seeing Eye" to connect to the servers as well as "Gae Spy Arcade".

_General Havoc

Subject: Question? about FDS.
Posted by Blazer on Tue, 22 Apr 2003 20:06:45 GMT
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Majiin VegetaQuote:
Map01=C&C_Deth_Islands.mix

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time: 35 - 40 mins people seem to like
money: 150 is pretty good

Are you saying BR.Net has a bug whereas it only rotates 10 maps? If so have you notified Dante of this?

Subject: Question? about FDS.
Posted by England on Tue, 22 Apr 2003 23:11:20 GMT
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Have you checked out the-pits latley?! We've been running mod maps for the past few months, and our server is popular thenever - we run a mix of mods and official maps, and post the list on the-pits site and download links for them. Id recommend setting up a irc channel aswell, like #the-pits allows users to see the game in action and the map list with the !maps command.

Good Luck.

P.S. Im also bring up a large renegade server soon, that will run 24/7 on a dedicated line. Im hoping we will all be alive still?!

Subject: Question? about FDS.
Posted by Majiin Vegeta on Wed, 23 Apr 2003 00:53:56 GMT

Blazer
Are you saying BR.Net has a bug whereas it only rotates 10 maps? If so have you notified Dante
of this?

told him many times... he just says works fine for me..
..Has anyone else rotated past 10 maps in BR.Net?

i will post up the maplist command in the forums later this week..
the command runs ok..because in the BR>net maplist box it has ALL the maps and also in IRC
on the command !maplist it shows all 17 maps..