Hello Everyone,

 I do not know if you remember, but there used to be a fan map night called: "Mod Map Night" where we'd host about 20 maps from many individuals mostly to give mappers an incentive to make great maps. But, after a few months of this, Trey lost many computers and was unable to host Mod Map Night again.

 However, with there only being one server regually hosting many fanmaps, I'd like to revive this special night. As you remember, it was a lot of great fun, and some really fun maps (even if they weren't a fighting map). I'd like to find a host for Mod Map Night again, preferbly around 20+ users. You'll get nothing out of it except those in the community to respect you and helping the community stay alive.

If you'd be interested in doing this, if you would be kind enough to leave a reply in this thread, me and the rest of the community will be greatful...

Thanks,
Beanyhead

Beany, I'll host a 12 dedicated if you really need me to, I know 12 isn't much and I can handle more, but then again the state of this community shouldn't be too greedy. Just tell me if you need me.

I remember that, even if the maps weren't the greatest it was a whole load of fun especially carnage club for some reason.

SS j00 can host 20 at nur 5 =). A nice 16...

Subject: MMN: Need a host... (PLEASE Read)
Posted by Titan1x77 on Mon, 19 May 2003 23:46:25 GMT
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I host a 10 player DM server....and ofcourse its all mod maps.

http://www.deathmatch.tk

Subject: MMN: Need a host... (PLEASE Read)
Posted by SS217 on Tue, 20 May 2003 00:07:45 GMT
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I could probably handle 16, but I want to make it comfortable for 12 than suckage for 16.

Subject: MMN: Need a host... (PLEASE Read)
Posted by Aircraftkiller on Tue, 20 May 2003 01:27:49 GMT
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There is no such thing as a "mod map."

Fan maps...   :rolleyes:

Subject: MMN: Need a host... (PLEASE Read)
Posted by snipesimo on Tue, 20 May 2003 01:48:26 GMT
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i can put it on my 4 player ded

Subject: MMN: Need a host... (PLEASE Read)
Posted by SS217 on Tue, 20 May 2003 19:25:28 GMT
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This topic should be a sticky. Wow, HTML is ON..never knew that. This is also a sad excuse for a bump...Need..more..servers, maybe we can do this on REOL and have REOL just host MMN for the night with about 5 different servers up.

Subject: MMN: Need a host... (PLEASE Read)
Posted by Aurora on Tue, 20 May 2003 22:58:46 GMT
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Subject: MMN: Need a host... (PLEASE Read)
Posted by Imdgr8one on Wed, 21 May 2003 18:43:33 GMT
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lol

Subject: MMN: Need a host... (PLEASE Read)
Posted by Beanyhead on Wed, 21 May 2003 23:00:07 GMT
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ROFL

Subject: MMN: Need a host... (PLEASE Read)
Posted by Cpo64 on Thu, 22 May 2003 06:35:15 GMT
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I have a question,

I have a 1.3GHZ Celleron (Should have gone AMD) and a cable connection, how many users could I host with the FPS? Is it even worth it?

Subject: MMN: Need a host... (PLEASE Read)
Posted by spreegem on Thu, 22 May 2003 10:54:14 GMT
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I have a 1900MHZ processer and DSL how many peps should I be able to handle or do u need more info on my com

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Subject: MMN: Need a host... (PLEASE Read)
Posted by Aircraftkiller on Thu, 22 May 2003 11:22:00 GMT
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Furthermore, why do we even need a "Mod Map Night?"

1. 95% of the maps created in this community are pure shit... Some are playable, some aren't, some are just paper sacks with shit inside, lit on fire, placed on your front doorstep for you to stomp out...

2. Out of the 5% of maps that are actually playable and work right, The Pits already runs them... Every night, and all day and all night on the weekends.

3. Out of The Pits, almost every map ran that isn't standard is mine, with the exception of Siege.

4. What's the point, really? The Pits already does it, so unless you're going to host these *good* (I doubt anyone wants to play Fortress anymore, or Imbusa Isles) maps at least every night with at least 16-24 players, why bother?

Subject: MMN: Need a host... (PLEASE Read)
Posted by maj.boredom on Thu, 22 May 2003 14:54:35 GMT
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too. True, not every map is going to be a gem, but this way people can form his or her own opinions. And that's positive as well.

I remember Mod Map Night. I think is was and still is a good idea.

Subject: MMN: Need a host... (PLEASE Read)
Posted by Beanyhead on Thu, 22 May 2003 19:21:18 GMT
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AircraftkillerFurthermore, why do we even need a "Mod Map Night?"

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Because:

1. The Pits runs only a few maps, and will not even try some user's maps, and only CnC Mode maps.

2. The Pits runs regular maps with them.

Subject: MMN: Need a host... (PLEASE Read)
Posted by spreegem on Thu, 22 May 2003 19:24:26 GMT
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Mod map night would be very fun but to bad i'm grounded untill the end of school right now

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Subject: MMN: Need a host... (PLEASE Read)
Posted by Aircraftkiller on Thu, 22 May 2003 21:25:34 GMT
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positive, too. True, not every map is going to be a gem, but this way people can form his or her own opinions. And that's positive as well.

I remember Mod Map Night. I think is was and still is a good idea.

You can fuck off with your hounding of me in topics.

1. Everything positive doesn't make a good outcome.

2. The people who make the crummy maps aren't going to get better because almost every single one just gives up anyway. Only a few actually stick around to get better... And they didn't need any "Fan Map Night" to get where they are.

Subject: MMN: Need a host... (PLEASE Read)
Posted by Beanyhead on Thu, 22 May 2003 21:47:27 GMT
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It's another server running fan maps? What's the problem?

Subject: MMN: Need a host... (PLEASE Read)
Posted by Aircraftkiller on Thu, 22 May 2003 22:46:56 GMT
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The problem is that the fan maps that get chosen are ones that are below-par... If you want to host those and waste people's time, go play on LAN or something...

Subject: MMN: Need a host... (PLEASE Read)
Posted by Hellweed on Thu, 22 May 2003 23:13:33 GMT
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maj.boredomI remember Mod Map Night. I think is was and still is a good idea.
Me too. The only hard part is making sure people know about it and have the maps. I only play on GSA (boo, hiss, I know I know) but maybe they would post a message in the lobby for something like this. They have events like this for other games all the time. True, some crap

them again.

Subject: MMN: Need a host... (PLEASE Read)
Posted by General Havoc on Thu, 22 May 2003 23:24:29 GMT
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Renbattle (GSA Server)(Running BR) is a very good fan map server. It's sure fun to playthere after a night of the normal maps. We had an excellent game of bunkers earlier. I know titian's map (TiberianPit2) may not be the best quality in the world but that was one of the best matches of the night. When your playing on the maps it just makes a change from the normal ones, i don't see any people comaplaining about things like "oh that texturing is a bit dodgy" or "that terrain looks crap", everyone just has fun. The worst maps are the ones with nothing new, most people left the server when Complex_AI arrived.

_General Havoc

Subject: MMN: Need a host... (PLEASE Read)
Posted by Beanyhead on Fri, 23 May 2003 01:24:24 GMT
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AircraftkillerThe problem is that the fan maps that get chosen are ones that are below-par... If you want to host those and waste people's time, go play on LAN or something...

Then you don't join.

Subject: MMN: Need a host... (PLEASE Read)
Posted by bigwig992 on Fri, 23 May 2003 02:36:03 GMT

I kinda like the idea. Get's your map played atleast once. Even if the map is crap, get suggestions from everyone else who is playing it to make a new'er better one.