

New CSS maps and mods :)

Posted by Dan - 16 Mar 2010 19:50

Hey 🙄

Some maps for WCS and surfing etc- Sorry if i repeat a couple

www.fpsbanana.com/maps/19495"; onclick=">window.open(this.href);return false; - Skill surf - surf_ny_superhappier

www.fpsbanana.com/maps/128942"; onclick=">window.open(this.href);return false; - WCS - scoutzhillz

www.fpsbanana.com/maps/128899"; onclick=">window.open(this.href);return false; - WCS - AWPsubway

www.fpsbanana.com/maps/128863"; onclick=">window.open(this.href);return false; - WCS - aim_grass_spyro

www.fpsbanana.com/maps/128759"; onclick=">window.open(this.href);return false; - Surf(either skill or DM) surf_fusion

www.fpsbanana.com/maps/128783"; onclick=">window.open(this.href);return false; - WCS - cs_quackhouse

www.fpsbanana.com/maps/128597"; onclick=">window.open(this.href);return false; - Gun-game - fy_roughnexx_shootout

www.fpsbanana.com/maps/127945"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/19495"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127454"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127454"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/128759"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127454"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127494"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127917"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/128569"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/128410"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127301"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/128204"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127625"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127716"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/127725"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128453"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128007"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128597"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128117"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128783"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128942"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/127031"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128201"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128334"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128059"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128759"; onclick=">window.open(this.href);return false;

THE FOLLOWING ARE FY_ GUNGAME MAPS:

www.fpsbanana.com/maps/128966"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128951"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128941"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128888"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128854"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128793"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128771"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128739"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128597"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128596"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128552"; onclick=">window.open(this.href);return false;
www.fpsbanana.com/maps/128182"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/128177"; onclick=">window.open(this.href);return false;

The following are Skill surfing maps:

www.fpsbanana.com/maps/128633"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/128609"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127566"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127278"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/127111"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/126583"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/126038"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125817"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125728"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125508"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125451"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125287"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125244"; onclick=">window.open(this.href);return false;

www.fpsbanana.com/maps/125226"; onclick=">window.open(this.href);return false;

Around 60 odd new maps there 😊

=====

Re: New CSS maps and mods :)

Posted by Lee.H - 22 Mar 2010 18:02

I think ba_wowarena needs to go too, everybody hates that map.

Thoughts?

=====

Re: New CSS maps and mods :)

Posted by TheBlackWaltz - 23 Mar 2010 10:56

Lee.H wrote:

I think ba_wowarena needs to go too, everybody hates that map.

Thoughts?

yes

=====

Re: New CSS maps and mods :)

Posted by FadeToBlack - 23 Mar 2010 19:19

Agree on ba_wowarena.

Another map that should go is aim_dust2_long1. It's not really an aim map, should be de_, but it's clearly not designed for wcs. It's way too easy to get behind walls and under the map with no texture on the outside and able to shoot others easy through floor/walls.

I'd prefer to see more objective maps in the rotation. Right now we don't play that many bombing maps and even less hostage maps (though rescuing is pretty hard on wcs).

Maps that I personally don't like are things like scoutshine, all awp maps, fy_wcs_01_v1, aim_ak. There's probably more but they aren't in the rotation that much and I don't remember the name.

=====

Re: New CSS maps and mods :)

Posted by TheBlackWaltz - 24 Mar 2010 00:10

scoutshine IS NOT EVEN A MAP IMO

=====

Re: New CSS maps and mods :)

Posted by Pooky - 24 Mar 2010 07:01

I shall erase ba_wowarena from the map rotation as well as scoutshine.

DS, i'm sorry to ask again , but could the wcs test server be launched ? It seems to me on HLSW that it's not active.

Lee, Vapour, could you check those new maps out & leave your verdict in this topic ?

Thanks

=====

Re: New CSS maps and mods :)

Posted by Lee.H - 27 Mar 2010 20:21

Will do when it's back up, and thanks for removing wowarena 😊

=====