

## maps

Posted by chadwokie - 03 May 2011 10:02

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is it possible to get a few more old school maps in the map list for the wcs servers? like de dust, the hostage one with like a chalet and garage and sewers, the train one omg and oil rig if its availble on css lol

also is there any way to make the default map random? or maybe a script that changes the default map after the server restarts?

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## Re: maps

Posted by Supa - 03 May 2011 11:36

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Yeah it is possible you can make wcs map suggestions here [www.twkgaming.com/index.php?option=com\\_k...16430&Itemid=344](http://www.twkgaming.com/index.php?option=com_k...16430&Itemid=344) other people that want some maps added to wcs server and they'll be checked out, ofcourse no need to check if there standard maps. If there good and liked they'll be added.

About the default map being random is asked by others to and sadly not really possible but I think they'll change default map once a while though 🙄

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## Re: maps

Posted by VooDoo - 03 May 2011 14:21

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I think one of the main problems on this server is the RTV system, the fact that people just vote for the same map over and over again, I think that once a map has been played it should be disabled for about 5-6 maps to force the players to play something different once in a while :O?

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## Re: maps

Posted by Pooky - 03 May 2011 15:44

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There is nothing wrong with the RTV system itself, it has a 6 map limit, before it can be picked again.

But it's the server crashes.. Once the server crashes, that RTV get's reset. Nothing i can do for now

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