

Fun Map - does anyone remmember fun_allinone?

Posted by reacT - 13 Aug 2011 15:41

Hey guys just posting here to get everyone's opinion on something, for those of you who have played fun_allinone you will know what i'm talking about, for those who have not;

Fun_allinone consisted of a map where it was possible to choose the "round type", this would typically consist of, teleporting to a "fight arena" in accordance with the specific choice in question. basically it packed several different maps all in one, awp, scout, deagle, knife, nade, shotgun etc... typically I found it fun to play on, and i feel that if i were to make a map similar to this (which is my intention) then maybe it would help breathe some "life" into a somewhat stale(my opinion) map rotation.

Thoughts, comments, suggestions, criticisms all welcome, just wanna get a feel on what you guys think?

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Re: Fun Map - does anyone remmember fun_allinone?

Posted by substick - 15 Aug 2011 08:28

Yes I have played that map I just thought you meant a different one since I didn't play a minigames server for about 2 years, but my point still stands 😊
you go in the scout room and someone will spawn an m4 and kill everyone

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Re: Fun Map - does anyone remmember fun_allinone?

Posted by Mr.Moo - 15 Aug 2011 13:01

It wouldn't be viable on the WCS server, perhaps on gungame or we make a new minigame(s) server.

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Re: Fun Map - does anyone remmember fun_allinone?

Posted by reacT - 16 Aug 2011 09:57

ya maybe 😊
, that's why valve invented the player_weaponstrip and game_player_equip entities 😊

screw it i'm going to make it anyway and whatever happens with it happens, lol.

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