

## new maps on wcs server?

Posted by sperify - 27 Jan 2010 20:14

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have some maps id would be very happy if they got added on on the warcraft server

[www.fpsbanana.com/maps/124167&quot;](http://www.fpsbanana.com/maps/124167&quot;); onclick=&quot>window.open(this.href);return false; poolparty map

[www.fpsbanana.com/maps/123171&quot;](http://www.fpsbanana.com/maps/123171&quot;); onclick=&quot>window.open(this.href);return false; shotgun map small and simple not like helms deep

[www.fpsbanana.com/maps/41827&quot;](http://www.fpsbanana.com/maps/41827&quot;); onclick=&quot>window.open(this.href);return false; jungle themed deagle map

[www.fpsbanana.com/maps/18480&quot;](http://www.fpsbanana.com/maps/18480&quot;); onclick=&quot>window.open(this.href);return false; small map, simpson is always fun

[www.fpsbanana.com/maps/21239&quot;](http://www.fpsbanana.com/maps/21239&quot;); onclick=&quot>window.open(this.href);return false; two towers version but still quite different, i think its more fun

[www.fpsbanana.com/maps/31339&quot;](http://www.fpsbanana.com/maps/31339&quot;); onclick=&quot>window.open(this.href);return false; really fun map

[www.fpsbanana.com/maps/19337&quot;](http://www.fpsbanana.com/maps/19337&quot;); onclick=&quot>window.open(this.href);return false; paintball map some will call it a aim map...

[www.fpsbanana.com/maps/11871&quot;](http://www.fpsbanana.com/maps/11871&quot;); onclick=&quot>window.open(this.href);return false; tmp map

[www.fpsbanana.com/maps/18925&quot;](http://www.fpsbanana.com/maps/18925&quot;); onclick=&quot>window.open(this.href);return false; quite big map for times when server is full and looks really fun

[www.fpsbanana.com/maps/14681&quot;](http://www.fpsbanana.com/maps/14681&quot;); onclick=&quot>window.open(this.href);return false; knife map since we got alot of knife races and its populare

based on popularity of maps and ppl tend to not buying guns because buying tomes instead. if u take look of what maps that are populare on server atm i think this maps will be welcomed and played

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## Re: new maps on wcs server?

Posted by Pooky - 27 Jan 2010 20:15

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Thank you !

Will look in to them as soon as possible, won't be for tomorrow, cause tomorrow is my B-Day ! 🍰  
angel.

Greetings

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## Re: new maps on wcs server?

Posted by Lee.H - 27 Jan 2010 21:10

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Some good maps there!

Happy birthday tomoz pookz

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## Re: new maps on wcs server?

Posted by TheBlackWaltz - 27 Jan 2010 21:30

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Like most of the maps, I just fear the knife map as I think it will be totally harsh to new players etc

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## Re: new maps on wcs server?

Posted by sperify - 27 Jan 2010 22:13

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happy birthday pooky--

i played on another wcs before and that knife map was one of the most popular maps ever on that server

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## Re: new maps on wcs server?

Posted by Pooky - 30 Jan 2010 10:55

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I looked at all of them. Some are too big in size ( 3 Mb+ ) which will lead to a long download & which is not the best idea. ( Confirmation from senior admins on what the max size is for a fluent download ? )

I've added them on the test server & they'll be tested.

Pooky

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## Re: new maps on wcs server?

Posted by DreamState - 30 Jan 2010 11:35

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### Pooky wrote:

I looked at all of them. Some are too big in size ( 3 Mb+ ) which will lead to a long download & which is not the best idea. ( Conormation from senior admins on what the max size is for a fluent download ? )

I've added them on the test server & they'll be tested.

Pooky

Size depends on what size they bzip to as this is what will be downloaded.

The WCS server is popular so it could afford some larger maps. Around the 20/25 mb **UNzipped** would be a fair 'maximum' type of map size - very few are more than this (xmas\_nipperhouse is 27mb unzipped and ze\_death\_star\_escape\_v4\_2 for the zombie server is 50+mb unzipped!).

A good average medium is 10-15mb UNzipped for a reasonably speedy download and 3-6mb unzipped for a fast dl but most people have fast enough connections nowadays.

For reference, xmas\_nipperhouse is 27mb unzipped but compresses to 13mb when bziped - that depends on the map though. 13-15mb bziped is a good maximum for downloads.

At the end of the day, if the maps good, put it on anyway - it might be a pain for people to download it in the first place, but once its done, its done.

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## Re: new maps on wcs server?

Posted by sperify - 30 Jan 2010 16:17

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btw its about time to remove that simpson city map.... everyone complains on it and its lots of bugs on it

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## Re: new maps on wcs server?

Posted by Lee.H - 30 Jan 2010 20:38

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**sperify wrote:**

btw its about time to remove that simpson city map.... everyone complains on it and its lots of bugs on it

Yeah i'm one that hates that map 😊  
Should we be removing the xmas maps now?

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## Re: new maps on wcs server?

Posted by Pooky - 30 Jan 2010 21:17

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Oh 13 Mb, right.

Then all the maps are fit 😊  
The max in the list of Sperify is one of 11 Mb

I'll erase simpsons, but i propose to keep the xmas\_ones, they do no harm 😊

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