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## What game type????????????

Posted by kaTana - 2007/12/24 15:28

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The server has been up for a few days now, and despite 1.4's best efforts, we are still able to attract a full server at peek times. The only requirement is that at least 2 of us join, then the rest follow.

However, we are all probably getting bored of DM. Any suggestions what to try next. The safest would be TMN, but is it really any different?

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## Re:What game type????????????

Posted by ORCA - 2007/12/24 19:46

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Next option would be the good old Head Quarters methinks, Sabatage is good but needs good teamplay, domination is a campers game, S&D is for spam nadders, and as for Capture The Flag Where are you ? :(

1 Vote for HQ

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## Re:What game type????????????

Posted by kaTana - 2007/12/31 17:00

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Lets try HQ for a few days and see how the server goes.  
TDM did not work very well. It was hard to attract the public in.

I will change the server to HQ unless anyone has any objections.

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## Re:What game type????????????

Posted by Eddie - 2008/01/03 08:44

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A good night was had by all last night, I for 1 thoroughly enjoyed HQ. It seems that HQ also attracts the public.

Just a suggestion but i think we should add a message advertising that we are Recruiting, it would be good to get a larger nucleus of members. any thoughts????.

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## Re:What game type????????????

Posted by kaTana - 2008/01/17 00:37

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OK, we now have 3 server setups as follows;

AWE4 CTF - modded so not ranked  
Warefare HQ - modded so not ranked  
Ranked - currently running HQ

What other gametypes would members like to see. We can set games up on the fly, but it's best to prepare them properly to remove any bugs and get the right maps in rotation for the gametype.

Let me know in this thread and I will work on them.

I assume that as most members are still ranking up, the mods should be kept to a couple of nights a week for now. Should we go for a fixed gametype per night or shall we leave it open??

It's your clan, have your say!!

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## Re:What game type?????????????

Posted by Pooty - 2008/01/22 08:49

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Morning....

I think at some stage last night you guys were trying to load some new maps..... as when i went to join them it began downloading the map.... It was gonna take half hour a map so i was wondering if there was a website that they could be downloaded from and saved to the MP game data??

If not i'll just have to leave it downloading while i have a cup of tea!!!

cheers...

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## Re:What game type?????????????

Posted by ORCA - 2008/01/22 09:02

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There were 4 new maps, i manually loaded them to see what they were like, but they hung the server & we dont know why, kaTana said that other server seemed to have the same problem, so we might try again - if they balls up again we will knock them on the head.

I will make a download section up if we decide to go ahead with them...

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## Re:What game type?????????????

Posted by ORCA - 2008/01/22 12:48

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Ok, me & Eddie (me really Eddie watched) have now set up all of the Config Files we think we need.

We Have the Following

Ranked - Stock Maps & Settings

Hardcore - Stock Maps & Settings with Hardcore Settings no HUD (map, bullets icons etc)

Old School - Stock Maps & Settings with Old School settings, start with pistol and upgrade via pick up points

ModWarfare - Modded with Guns only, no perks, with custom maps (if they would work)

AWE4 - Modded, AWE4 Blood splatter, Capture The Flag mode.

So due to Rackage (our game host) have a very good Web Interface we can flip over to any of these settings in minutes at a click of a button, so when you could do with a change just speak up and we can try one of the other modes.

:silly:

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## Re:What game type?????????????

Posted by Pooty - 2008/01/22 14:19

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sounds good mate.....

was good last night with the different games types... Even the search & destroy was good fun... epecially the last one i played on Countdown... about 6 of us playing and the poor bomb was going back and forth between the 2 teams loads!!!

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:side:

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## Re:What game type?????????????

Posted by kaTana - 2008/01/22 23:39

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Pooty,

We tried loading some new maps, but the server download speed seems to crap to allow us to do that. I then tried some maps on other servers to see what was worth having, and was then going to post a download thread on the forum for all members.

However, my experience on other servers was,

- a) the maps were crap
- b) I experienced some 'iwd has stopped working' crashes and other problems, generally when changing maps.

Also, once the map is downloaded, you would expect to see them in your map list (ie create a server), but they don't appear, leading me to believe that modded maps aren't properly supported yet by the game.

I would recommend that we wait for both some decent modded maps, and possibly patch 1.5 that should iron out some of these bugs.

We'll stick with standard maps for now and see how it goes.

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