
Subject: Re: C&C_Mario64

Posted by [Oblivion165](#) on Tue, 19 Jun 2007 20:18:03 GMT

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I would be perfectly willing to write the code again. The only problem is that someone would have to be willing to let me work with them along side their server managers.

I could easily write a program to handle the maps if a string could be passed in a shell.

-<mapname> <server to join on complete> etc

The server would be doing most of the work, holding the place for the person downloading (timeout of course).

I got the hosting ability and all the bandwidth, not to mention my map collection.

EDIT: I'm sure johnny could write up some code in bhs that could grab the necessary data when the server is clicked.

Hell, they wouldn't need me at all really.
