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Subject: Re: Map Autodownloader question.  
Posted by [RTsa](#) on Thu, 23 Apr 2009 10:26:18 GMT  
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StealthEye wrote on Thu, 23 April 2009 11:57 Well, that's what the background loading would be for, right? I don't see another use for background downloading..

About the player spot: it is probably reserved, since you will be connected to the server while the map is downloading. Parts of this are still being implemented though (to avoid problems having players connected but not playing), so it might change, but it will most likely save your spot. Yeah, I don't want to see a fanmap starting only to find myself playing against 10 players alone because my 9 teammates are all loading the map.

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