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Subject: Re: TT downloader

Posted by [EvilWhiteDragon](#) on Tue, 08 Feb 2011 14:33:08 GMT

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danpaul88 wrote on Tue, 08 February 2011 14:43 Yes and for those servers they would have to host their own package server, but for servers which just want to run unmodified fanmaps or CP1 / CP2 maps then it would work great.

True, but I'm saying is that while it's not bad to have such server network available, it's also a kind of overkill and it doesn't solve all difficulties.

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