

---

Subject: Auto Mod map download ? So server installs maps on clients?

Posted by [Alkaline](#) on Sun, 11 Jan 2004 00:52:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Any way to do this? sorta like how Unreal Tournament did it. the server would automatically install the map being played on to clients machine if they didn't have it.

This would really boost the modmap community imo because people won't have to go searching for maps.

---