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

Posted by [Titan1x77](#) on Sun, 11 Jan 2004 09:34:09 GMT

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AircraftkillerIf you plan on doing it, you'd better not think of custom levels as something you can just toss in and forget about. People had to make them for you to enjoy, so when you start doing this autodownload stuff, credit the authors and make sure the readme files are shown.

If you don't want to do that, I'd have to ask for my work to not be included in any automatic downloading shit... Simply because there are terms in the readme.txt file and you agree to them when you download and use the levels I make.

I'm sure there will be no problems though.

Geeez...Enough with this allready

People know you made the maps,and if they don't, let them play them and go back and find out who made them after.

Did you make these maps for any other reason then to have people enjoy them on a bunch of servers or what??

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