

---

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

Posted by [NHJ BV](#) on Sun, 11 Jan 2004 10:47:39 GMT

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

---

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.

Perhaps the readme can be used as an EULA you'd have to agree to before you can download the maps?

---