Subject: Auto Mod map download ? So server installs maps on clients?
Posted by England on Sun, 11 Jan 2004 17:44:13 GMT
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CrimsonACK you've asked me like 487 times to include your fucking readmes... I get the point mmkay?

hahahahah

Anyway, 2 points

Renegade maps maybe several megs, but ive played games like UT2K3 were some maps are about 15megs etc... Size of the map shouldnt be a problem, since most people who online game have some sort of broadband connection. If you dont have, WHY NOT?!

Forcing people to read a readme in an autodownloader, in my opinion, fukin dumb and pointless. No other games with auto downloaders do it?