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

Posted by [Aircraftkiller](#) on Tue, 13 Jan 2004 00:18:32 GMT

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I'm sure if you spent as much time as I did working on this stuff, you'd like to make sure that you got due credit for what was made. People do read them... If you don't, or whoever else you know doesn't, that does not mean that others will not read them. I get e-mails on a daily basis from people asking for help or trying to know why this or that is on a specific level... Without the readme.txt, who's going to know who to contact, and who made it?

Furthermore, would you install something that didn't have some sort of assurance that it isn't a viral file? Readme files provide that assurance, showing people that someone made it with good intentions.

I like it when I can talk to people who have played what I make. Especially when they offer suggestions. Kinda sucks when I would have to go around saying "yeah, I made this even though you don't believe me and won't listen to anything I say about it" because of a missing text file.

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