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

Posted by [YSLMuffins](#) on Tue, 13 Jan 2004 03:00:02 GMT

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

BlazerAck have you ever thought about "signing" your maps? I don't mean like the huge billboard in Paradox Harbor, I mean like having a small plaque on a wall in one of the buildings saying you made the map? That way the proof of whose it is is right there, and cannot be overlooked like a readme file

Haha...I actually never thought about that little mesh actually being a 'signature'...I just thought it would have made a nice prop...

I don't, however, see the practicality of autodownloading fan maps...perhaps the desktop crash thing might be resolved if the thu file was included. I don't know, but that just might defeat the whole purpose, but it would help all those lazy people who don't feel like navigating to links sometimes to find maps. -_-
