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Subject: Mesa modded or not?

Posted by [-SoQ-Warlock](#) on Sat, 28 Nov 2009 08:10:17 GMT

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I saw cw.cc league plays with a mesa.mix who is modded.

[http://www.clanwars.cc/smak\\_leagueThread.aspx?GID=25&FID=1&ThreadID=1177](http://www.clanwars.cc/smak_leagueThread.aspx?GID=25&FID=1&ThreadID=1177) 1

I am not aiming for a discussion. The time to play is too short.

I like to be informed whether that modded map is added on the RGCT-servers/league or not.

As not communicated, I expect we use the normal mesa, but want to be sure.

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Subject: Re: Mesa modded or not?

Posted by [Omar007](#) on Sat, 28 Nov 2009 10:15:21 GMT

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Well it doesn't matter whether you have that one in your Data folder or not.

This map is called Mesa2 and only fixes the deadzones. The FDS or Hoster chooses then Mesa2.mix or Mesa.mix to play. Mesa2 requires Mesa but if the FDS/Hoster selects Mesa.mix to play, Mesa2 won't have any effect.

To me it seems like a good idea to use Mesa2 but that's me and I don't even play in the RGCT

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Subject: Re: Mesa modded or not?

Posted by [TD](#) on Sat, 28 Nov 2009 15:16:30 GMT

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It's too late to add a new map now. This means all the clients need to download it and get it work (mess with scrips version too if it doesn't work).

Mesa2 would have been good, but let's go with the normal Mesa here.

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