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Subject: map conversion question

Posted by [roszek](#) on Sun, 16 Oct 2011 02:07:29 GMT

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I set up a simple 4.0 test server to see how the map downloading thing works. I set everything up as the tutorials said including setting up the tfts thing on my website and it works perfectly the map downloaded like it is supposed to and ran like it is supposed to; no problems. But after converting the map, lets say its called C&C\_aMap.mix, the map after conversion becomes c&c\_amap.mix

I lose all uppercase.

So what am I doing wrong or is this normal?

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Subject: Re: map conversion question

Posted by [StealthEye](#) on Sun, 16 Oct 2011 12:11:07 GMT

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This is normal and done to make package matching case insensitive. It was just easier to implement it this way. Maybe one day we will make it show up as intended, but we consider it a minor issue.

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