Subject: New map-creation system idea
Posted by Veyrdite on Fri, 04 Jul 2008 09:33:46 GMT

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Is it possible to extend server-siding by allowing the client to download whole maps from the server (when joining) using default objects and resources (w3d, wav etc)? That way entire maps can be made with more possibilities (such as tile-placing) server-sided.
Without any resources or Objects files, the file-size should be really small and so easy and quick to download.