Subject: Re: Mesa deadzone fix
Posted by Spoony on Sat, 21 Nov 2009 01:51:09 GMT
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quick link to the file by the way.
http://www.renegadeforums.com/index.php?t=getfile&id=12170&rid=20608

it currently works a bit like a fanmap in the sense that all players in the server need to have downloaded it.

if the server rotation is set to Mesa2, then any player without it will be ejected from the server. however, downloading mesa2 will not in any way hinder your ability to play the original Mesa when a server has it in its rotation.

(that at least is how it works with this file. i'm not sure what the plans are when it will be included in scripts/TT patch, i.e. whether it will be implemented across the board or not)