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Subject: Re: [map]Mesa2: Mesa fixed

Posted by [danpaul88](#) on Wed, 02 Dec 2009 12:16:20 GMT

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Chew wrote on Mon, 23 November 2009 22:45

Would require players to download to be able to play, so most servers will prolly wait till TT with the auot downloader as they don't want half their players kicked when it comes about.

And when they have TT they still won't use it because the fix that this map includes will be redundant due to it being fixed properly in the engine by TT.

Thanks for making the topic Gozy, I had not considered it myself as I assumed only clanwars.cc were interested in using it.

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