
Subject: Auto Mod map download ? So server installs maps on clients?

Posted by [Alkaline](#) on Sun, 11 Jan 2004 01:10:11 GMT

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Yes I know, but it would be cool if you could add a server setting on where the client would be downloaded the map.

e.g. here are where I host the maps: <http://renmaps.cjb.net>

What would happen is that when a person joins, and he/she doesn't have the map, the server would start sending the map from renmaps.cjb.net to the client. This way it wouldn't affect the gameserver's bandwidth.

I know they are several megs, but I think its the only way people will ever play mod maps.
