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

Posted by [Blazer](#) on Tue, 13 Jan 2004 03:20:11 GMT

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YSLMuffinsBlazerAck have you ever thought about "signing" your maps? I don't mean like the huge billboard in Paradox Harbor, I mean like having a small plaque on a wall in one of the buildings saying you made the map? That way the proof of whose it is is right there, and cannot be overlooked like a readme file

Haha...I actually never thought about that little mesh actually being a 'signature'...I just thought it would have made a nice prop...

I don't, however, see the practicality of autodownloading fan maps...perhaps the desktop crash thing might be resolved if the thu file was included. I don't know, but that just might defeat the whole purpose, but it would help all those lazy people who don't feel like navigating to links sometimes to find maps. -_-

Heh yeah its a nice prop on paradox harbor, I just meant something that large would look out of place on a "standard" C&C map. I do think its would be neat for map authors to have something in the map that shows they made it.
