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Subject: idea for a mod

Posted by [Anonymous](#) on Wed, 23 Oct 2002 05:52:00 GMT

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Mod-makers, is it possible to:1.) Make a mod that needs not be downloaded by others to play (only the host needs it, but it affects everybody else in the game), and can be used with every map that you have.2.) And with the restrictions above, can a NO BEACON mod be made?Thanks

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Subject: idea for a mod

Posted by [Anonymous](#) on Wed, 23 Oct 2002 16:44:00 GMT

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nope.

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