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Subject: [map]Mesa2: Mesa fixed  
Posted by [Goztow](#) on Sat, 21 Nov 2009 09:00:50 GMT  
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This is actually Danpaul's release, but seeing as he hasn't posted it in the release forum but posted it in the mod forum, I thought I'd make a topic about it.

Direct download link: [here](#)

What it does: see spoony's topic about this

Original topic: [here](#)

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Subject: Re: [map]Mesa2: Mesa fixed  
Posted by [liquidv2](#) on Sat, 21 Nov 2009 18:58:59 GMT  
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if you have this modded version of Mesa you can still play the regular Mesa because it treats this as a separate map entirely (Mesa2)

it's sweet

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Subject: Re: [map]Mesa2: Mesa fixed  
Posted by [C C\\_guy](#) on Mon, 23 Nov 2009 21:35:12 GMT  
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Goztow wrote on Sat, 21 November 2009 10:00This is actually Danpaul's release, but seeing as he hasn't posted it in the release forum but posted it in the mod forum, I thought I'd make a topic about it.

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Now we just need server op/owners to implement it?

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Subject: Re: [map]Mesa2: Mesa fixed  
Posted by [ChewML](#) on Mon, 23 Nov 2009 22:45:04 GMT  
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C C\_guy wrote on Mon, 23 November 2009 15:35Goztow wrote on Sat, 21 November 2009

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Now we just need server op/owners to implement it?

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.

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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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