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Subject: New map-creation system idea  
Posted by [Veyrdite](#) on Fri, 04 Jul 2008 09:33:46 GMT  
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Is it possible to extend server-siding by allowing the client to download whole maps from the server (when joining) using default objects and resources (w3d, wav etc)? That way entire maps can be made with more possibilities (such as tile-placing) server-sided.  
Without any resources or Objects files, the file-size should be really small and so easy and quick to download.

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Subject: Re: New map-creation system idea  
Posted by [StealthEye](#) on Fri, 04 Jul 2008 10:06:09 GMT  
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How is this different from normal maps? The map does not have to include the resources it uses as long as they are in always.dat (or any other mix archive in the data folder actually)

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Subject: Re: New map-creation system idea  
Posted by [Veyrdite](#) on Sat, 05 Jul 2008 00:13:03 GMT  
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StealthEye wrote on Fri, 04 July 2008 20:06How is this different from normal maps? The map does not have to include the resources it uses as long as they are in always.dat (or any other mix archive in the data folder actually)  
You mean mixs...oh  
I'm a total idiot!

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Subject: Re: New map-creation system idea  
Posted by [MGamer](#) on Thu, 17 Jul 2008 04:39:40 GMT  
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StealthEye wrote on Fri, 04 July 2008 12:06How is this different from normal maps? The map does not have to include the resources it uses as long as they are in always.dat (or any other mix archive in the data folder actually)

that sounds like sarcasm

but it will be cool to make it like Ra2 and other C&C RTS games

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Subject: Re: New map-creation system idea  
Posted by [Genesis2001](#) on Fri, 18 Jul 2008 20:39:39 GMT

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I believe they had already planned on doing something like this? I could be wrong, but I thought was discussed on that public irc channel #TT @ n00bstories/n00bless/Jelly/BI network

~Zack

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