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Subject: Re: Map Autodownloader question.  
Posted by [pvtschlag](#) on Thu, 23 Apr 2009 01:36:33 GMT  
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If you do ever add background downloading, one thing you could do with it is to have the next map in the rotation start downloading during the current game so that the player probably wont have to wait at all. That is if they joined the server when it was on a map they already had.

As far as the speed, just have it user controlled but off by default, and if it was still set to off when it tries to download in the background just make it display a notification to the player asking them to set it or leave it off. Probably along with a warning that setting it too high will make you lag.

Another question. When you start downloading the map is your spot in the server saved for you? Or will you be unable to join when it finishes if somebody joined and filled up the server while you were downloading the map?

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