Subject: Map Installer
Posted by Oblivion165 on Sun, 20 Mar 2005 16:39:54 GMT
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Im working on a program that downloads and automatically installs the maps you want. You dont have to touch a thing, just select the maps you want and hit start.

The only restrictions for the users is that he/she must have WinRar (Trial is fine), and HD space.

I am waiting for Glydes approval to use his site as the download host, so i dont know if the Trielite stuff is the final word. But of course it will have it on there is he agrees.

Anyway, ill keep you posted.

Subject: Map Installer
Posted by danpaul88 on Sun, 20 Mar 2005 17:03:04 GMT
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hmm....presumably you can only download maps for the site it is setup for? I ususally release mappacks or maps in self-extracting .rar files that put the newest scripts.ddls into ur ren folder and the map(s) into ur data folder.

Subject: Map Installer
Posted by Dave Mason on Sun, 20 Mar 2005 18:11:44 GMT
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I'll design you an Interface for that if you want.

Subject: Map Installer
Posted by IRON FART on Sun, 20 Mar 2005 19:51:41 GMT
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Oh nice...

Tell me when it's ready. I can get it hosted on my clan website (www.baclan.org).

Subject: Map Installer
Posted by Creed3020 on Sun, 20 Mar 2005 22:04:39 GMT
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I could also offer hosting for something like that, PM if you are interested.

Subject: Map Installer
Posted by Dave Mason on Sun, 20 Mar 2005 23:31:14 GMT
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All I can do is the background image for the interface mind you. I can't do the programming or anything like that.

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 01:59:47 GMT
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The program is less than a MB, so the hosting for that isnt such a big deal, its the maps and where i get them. As you can see from the picture, 140+ files to be downloaded, and all of those would be from his website. LOTS of bandwith.

As for design DJM, i will probably let you, but for now im just focusing on code

---

Subject: Map Installer
Posted by flyingfox on Mon, 21 Mar 2005 03:22:00 GMT
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Why is this program useful? It looks to me like a web application coded in visual basic or something, and its only real useful bit is the downloading all maps at once which somebody else has already hosted on maps.darev.co.uk as well as scattered around on tons of other sites. you don't need to install the maps for people, they can do it theirselves.

Why not just combine all your maps into a .rar and do it the old fashioned way; or better yet direct them to http://maps.darev.co.uk and let them download the maps they want?? unless the host of the darev website (which holds just about every renegade map available) has little bandwidth there is no use for a program that downloads and installs the maps. BUT, I think you should complete the program for experiences' sake.

Subject: Map Installer
Posted by glyde51 on Mon, 21 Mar 2005 03:37:52 GMT
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Have fun with that, use my site all you want, though I'm sure my bandwidth will die quicker

Perhaps you could make it so it rotates the download mirrors, like when the program starts it will

go and pick a random mirror from a list to use? Make it rotate the banners too, it's good publicity

Oh, Crimson or Blazer, I think your Firewall or you banned me, mind fixing that? I can't connect without going through a proxy...

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 03:44:59 GMT
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glyde51Have fun with that, use my site all you want, though I'm sure my bandwidth will die quicker

Perhaps you could make it so it rotates the download mirrors, like when the program starts it will go and pick a random mirror from a list to use? Make it rotate the banners too, it's good publicity

Oh, Crimson or Blazer, I think your Firewall or you banned me, mind fixing that? I can't connect without going through a proxy...

 Great.

Subject: Map Installer
Posted by glyde51 on Mon, 21 Mar 2005 03:47:38 GMT
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Yeah, I'm sure that everyone would have loved Glyde to be banned, even by accident

Guess I hit refresh too many times, eh?

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 03:48:46 GMT
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flyingfoxWhy is this program useful? It looks to me like a web application coded in visual basic or something, and its only real useful bit is the downloading all maps at once which somebody else has already hosted on maps.darev.co.uk as well as scattered around on tons of other sites. you don't need to install the maps for people, they can do it theirselves.

Why not just combine all your maps into a .rar and do it the old fashioned way; or better yet direct them to http://maps.darev.co.uk and let them download the maps they want?? unless the host of the darev website (which holds just about every renegade map available) has little bandwidth there is no use for a program that downloads and installs the maps. BUT, I think you should complete the program for experiences' sake.

Its there, so people like me can download them and not have to mess with anything. Like i want to

---

hand-select all those downloads. Link Click ~ save ~ dir to save to ~ rightclick extract ~ move to "c:\westwood\renegade\data" repeat 140+ times.

Hell no, Click ~ Start. Done.

Oh and dont forget, this technology could make it possible to have your maps auto download to other people. Maybe a RenGaurd plug.

Subject: Map Installer
Posted by csskiller on Mon, 21 Mar 2005 03:50:54 GMT
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Yeah I see potential in this program

Subject: Map Installer
Posted by DarkDemin on Mon, 21 Mar 2005 03:52:45 GMT
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this would be great for some CS Map websites

Subject: Map Installer
Posted by IRON FART on Mon, 21 Mar 2005 06:03:48 GMT
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It would be even better if it could manage maps already in the Data directory.

...But I'm not complaining

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 08:32:35 GMT
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Its about 90% done. Just have to make it move the extracted files to the westwood data dir. Then i need some people to try it out, make sure it works.

IRON FARTIt would be even better if it could manage maps already in the Data directory.

...But I'm not complaining

What do you mean? just make it so you can move the files out of the data folder before startup or?

Subject: Map Installer
Posted by Sir Kane on Mon, 21 Mar 2005 09:35:36 GMT
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Let me guess, it's either plain VB or some .Net shit.

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 09:38:28 GMT
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Silent KaneLet me guess, it's either plain VB or some .Net shit.

Vb6, im not fluent enough with C++ to do this project in it. But the plugin i have in mind will be C++, that is if rengaurd is.

Subject: Map Installer
Posted by dead6re on Mon, 21 Mar 2005 12:35:18 GMT
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Oblivion165Silent KaneLet me guess, it's either plain VB or some .Net shit.

Vb6, im not fluent enough with C++ to do this project in it. But the plugin i have in mind will be C++, that is if rengaurd is.

RenGuard Client = Vb
RenGuard Server = C/C++ (Not sure, Ill find out, ;P)

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 18:31:56 GMT
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Oh well if RenGuard is Vb then it should be a hell of alot easier, that is if i can get the source or work with someone.

Idea for function:

Call server()
 request map list

---

compair map list to data folder

if maps needed download from (www.RenegadeMT.com) <-- a website ill manage.
Extract zip
Move file to data folder
Finish join command to server.
end function

On the website i will have to change alot of the zip names, but no big deal, i can make a batch
program for that.

C&C_Mesa_East_turtle.Mix
C&C_Mesa_East_turtle.Zip

Easy as that

Subject: Map Installer
Posted by genetix on Mon, 21 Mar 2005 18:36:58 GMT
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I have a lot of extra bandwidth and space on an old hosting account of mine. Its hosting a site
that I never really use anymore.

I can host quite a few maps if you want.

I could also design you a backend MySQL database with map names and what server they can
be found on. Then on your program you could connect with ODBC I think it is and get a more
easily maintainable list of maps. I would be able to rig up a php page for you to so you could add
new maps.

Subject: Map Installer
Posted by Oblivion165 on Mon, 21 Mar 2005 18:49:12 GMT
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genetixI have a lot of extra bandwidth and space on an old hosting account of mine. Its hosting a
site that I never really use anymore.

I can host quite a few maps if you want.

I could also design you a backend MySQL database with map names and what server they can
be found on. Then on your program you could connect with ODBC I think it is and get a more
easily maintainable list of maps. I would be able to rig up a php page for you to so you could add
new maps.

Awsome, awsome. Now all i need to do is ask some renguard people.

Subject: Map Installer
Posted by glyde51 on Mon, 21 Mar 2005 20:57:46 GMT
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Awesome, I was wondering when something like this would be made. Don't forget to include me in the servers

---

Subject: Map Installer
Posted by Sir Kane on Mon, 21 Mar 2005 21:39:10 GMT
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dead6reRenGuard Client = Vb
L.M.F.A.O.

You wouldn't really think it's coded with that low performance shit called VB, would you?

Subject: Map Installer
Posted by Dan on Mon, 21 Mar 2005 21:44:48 GMT
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I'm sure that if it WAS coded in VB, then no doubt some idiot would have by now, decompiled it, and found some way around it by now.

I'm not sure what the main language in RenGuard is, but I know theres some ASM in there somewhere. As well as Anti-SoftIce or something. I'd like to see one of the EAX idiots get past that.

Subject: Map Installer
Posted by Dave Anderson on Mon, 21 Mar 2005 22:48:40 GMT
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I'll host this program on my site if you want.

Subject: Map Installer
Posted by SickOptometrist on Mon, 21 Mar 2005 22:54:47 GMT
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Oblivion-

Cool stuff man! I put a link in my forum about your thingamajig...Hope ya don't mind. http://www.the-order.org/forum/showthread.php?t=444 Keep us updated.

-Pat

Subject: Map Installer
Posted by genetix on Tue, 22 Mar 2005 00:59:33 GMT
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Oblivion. I'm just setting up a MySQL database to manage all the servers(map hosts) and maps.

How do you want me to setup the output? I can set it up like RenGuard has for their online users script.(you go to a link like site.com/ren_maps.php?name=$mapname)

or I can simply setup the database and you could connect to it via ODBC.

Do you want me to setup a database? If so I would suggest the first option to output the data. Then other programs can use it aswell. If I did the first way you wouldn't have to deal with any database stuff either. It would just be a matter of selecting information off a white webpage.

Subject: Map Installer
Posted by genetix on Tue, 22 Mar 2005 02:17:26 GMT
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I just finished the basic format for the "backbone".

Heres what the protocol is:

http://www.generation-x.ca/ren_maps/getdata.php?filename=(filename of map)
http://www.generation-x.ca/ren_maps/getdata.php?id=(map ID in database)
http://www.generation-x.ca/ren_maps/getdata.php?server=(server/host's name)
http://www.generation-x.ca/ren_maps/getdata.php?serverid=(server id in DB)

I have inserted one row in the database just for testing.

Maps:
filename=text.mix
id=1

Servers:
server=web dummy is
serverid=1

you can only insert one at a time. If you insert more than one protocol extension at once then the

first entry will be requested.

Server remarks have #'s infront of them such as #error : Could Not Connect To Database. All actual map and server information from the database are displayed as @variable:data

I did this in about a half an hour so it only has basic protection right now. I will upgrade the security of it later if you like it.

I can make any changes you want aswell. I have not yet got around to creating a password protected area so you(oblivion) can upload maps to multiple servers automatically and it will also update the DB so everything is instanly updated.

Subject: Map Installer
Posted by spreegem on Thu, 24 Mar 2005 02:17:28 GMT
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So, are you going to have it randomly select a map server and rotate the banner accordingly? Or not? I think it would be pretty cool if you did.

Subject: Map Installer
Posted by Oblivion165 on Thu, 24 Mar 2005 02:35:59 GMT
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I might, its works right now, coolnick has used it. Very little needs to be done at this point

---

Subject: Map Installer
Posted by Oblivion165 on Thu, 24 Mar 2005 02:57:14 GMT
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Here is a BETA and i do mean BETA.

Features missing/to be fixed:

Crash is Config.ini isnt present.
How many maps have already been downloaded\Left
Delete temporary directory.
Check for WinRar.exe in process so that it will do the extractor on its own.
Fix the requesting file hold up.

(sometimes it says requesting file and never gets it, in this case simply stop the downloads ~ goto the temp directory ~ look at the last map downloaded (Its in alphabetical) ~ delete it, then start the downlaods again starting with that one.)

http://www.file.oblivionabre.com/Map_Install.rar

Use at your own risk, blah blah blah.

Subject: Map Installer
Posted by IRON FART on Thu, 24 Mar 2005 05:40:02 GMT
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Oblivion165

Its about 90% done. Just have to make it move the extracted files to the westwood data dir. Then i need some people to try it out, make sure it works.

IRON FARTIt would be even better if it could manage maps already in the Data directory.

...But I'm not complaining

What do you mean? just make it so you can move the files out of the data folder before startup or?
I mean view fanmaps that are already in the Data directory, and give you the ability to move them and delete them. (have another form open that lists allt he fanmaps so that you can select them via a checkbox and delete.)

Something like that would come in handy.

Quote:Let me guess, it's either plain VB or some .Net shit.
I don't think it matters just as long as Oblivion packages the VB runtime files with it.

EDIT: Oblivion, package MSINET.OCX with it too.
EDIT2: I'm downloading the speeded Westwood maps right now... It is working just fine.
EDIT3: Also, when it displays how much of it has downloaded, and how much is left, divide those values by 1024 to get how many KB the file is. Then truncate it to one or two decimal places. I could do it in php easily enough, but I haven't touched VB in years. I'd help otherwise.

Subject: Map Installer
Posted by mac on Thu, 24 Mar 2005 07:21:24 GMT
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RenGuard Client is coded in pure C, no MFC shit.

Subject: Map Installer

Posted by Oblivion165 on Thu, 24 Mar 2005 09:01:30 GMT
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Thanks Iron Fart, ill do all that before i officially release it.

Oh and here is a map manager for you

(Less tested, works on mine but who knows)

http://www.file.oblivionabre.com/RMM.rar

Use at your own risk, blah blah blah   <- Cover my ass

Subject: Map Installer
Posted by spreegem on Fri, 25 Mar 2005 02:06:03 GMT
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Why don't you combine the map installer, and manager into one program? I think it would be better that way.

Subject: Map Installer
Posted by genetix on Fri, 25 Mar 2005 03:23:17 GMT
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What I was thinking was having just a tab at the top of the program(under the main banner). Have a tab for Map Downloader and one for Map Manager.

I was also thinking, why not put a small banner on it? to the left of the map list, above the install now, and blow the dir selecter. Theres a place there that could probably fit a 250 by 150 banner. I could add a feature into the php backbone to include a map rotator as well. Then every time the program is loaded a new banner is selected.

Subject: Map Installer
Posted by flyingfox on Thu, 31 Mar 2005 18:43:20 GMT
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DanI'm not sure what the main language in RenGuard is

it was coded in C... you can still buy C books, so get your hands on one pronto.

Subject: Map Installer
Posted by spreegem on Thu, 31 Mar 2005 21:56:00 GMT

(cite not present)

I still think the server rotater would be cool as long as the banner of that server was also a link to the website of that server

Subject: Map Installer
Posted by Dave Anderson on Fri, 01 Apr 2005 00:08:07 GMT

Oblivian, when you are finished, I would be happy to host the map installer on my site. I would also be happy to "spread the word" for you too.