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Subject: Map Downloader

Posted by [Spyder](#) on Tue, 27 Feb 2007 18:22:18 GMT

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How about a build-in program for rengaard that automatically downloads a map you need for a server to your data folder?

Like Unreal Tournament. You are missing the map for that server and UT downloads it to your maps folder. Could be very handy for people that don't like to download huge loads of maps in a mappack when they only play a few maps...

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Subject: Re: Map Downloader

Posted by [Renx](#) on Tue, 27 Feb 2007 20:26:10 GMT

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You would have to restart renegade before you'd be able to use the map. Or just log in/out of WOL, I forgot which one it is.

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Subject: Re: Map Downloader

Posted by [warranto](#) on Tue, 27 Feb 2007 20:51:58 GMT

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Download the program that allows you to AUTO-download maps.

Join a server that is currently on a map you do not have. Program starts up, closes Renegade and proceeds to download the map and extract it into your data folder. After this "update", the program relauches Renegade and uses direct connect to rejoin the server (or at least rejoins you to the WOL/XWIS server listing you last clicked on) you attempted to last time.

example: I attempt to join the N00bstories server, but have to download the map. I do so. Now, because N00bstories volunteered to give its server information to the program, it joins me right into the game via direct connect. Failing that, it returns me to the team listing screen where I can click on the join button.

Hmm... I wonder if this would work.

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Subject: Re: Map Downloader

Posted by [CarrierII](#) on Tue, 27 Feb 2007 21:37:51 GMT

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It could work, and BI's reserved slots system could ensure your place was reserved too.

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This could also allow server owners to control which skins a player could use on thier server (as in, you could disallow stealth\_effect.dds - let me explain:)

PPlayer joins the server, Renguard recieves a list of allowed models and skins, server reserves a slot for the player, Renegade shuts down on the player's PC, RG moves the skins into a folder called "Skins" for replacing later and then restarts Renegade with instructions to directly connect to that game, into the slot that was reserved.

On my PC, this would take just under... 30 seconds, but I have a fast PC, I'm aware that slower PCs could make joining a server hell.

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Subject: Re: Map Downloader  
Posted by [warranto](#) on Tue, 27 Feb 2007 21:42:04 GMT  
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Heh, no more slower than how the maps used to load

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