Subject: autodownloader
Posted by NACHO-ARG on Sat, 10 Sep 2011 02:02:31 GMT
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it works fine i love it, but it has a litle issue that i would like to report, i tryed to join st0rm new maps server and it keeps trying to autodownload the C&C_EVA_relaunch and duno why since i already have the map, any ideas? i do would like to skip from the downloader those maps i already have since my download speed sucks lol

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Subject: Re: autodownloader
Posted by halo2pac on Sat, 10 Sep 2011 05:34:01 GMT
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They probably have the file hash wrong.

Subject: Re: autodownloader
Posted by crazfulla on Sat, 10 Sep 2011 08:14:33 GMT
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It made me download every map on every server I joined today, including default maps like Islands...

Subject: Re: autodownloader
Posted by NACHO-ARG on Sat, 10 Sep 2011 09:48:52 GMT
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crazfulla wrote on Sat, 10 September 2011 01:14It made me download every map on every server I joined today, including default maps like Islands...

nah that is crayze lol

Subject: Re: autodownloader
Posted by EvilWhiteDragon on Sat, 10 Sep 2011 14:19:07 GMT
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crazfulla wrote on Sat, 10 September 2011 10:14It made me download every map on every server I joined today, including default maps like Islands...
Could be the server being configured wrong, or with a slightly different Islands map.

Subject: Re: autodownloader
Posted by Sean on Sat, 10 Sep 2011 16:16:20 GMT
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EvilWhiteDragon wrote on Sat, 10 September 2011 07:19crazfulla wrote on Sat, 10 September 2011 10:14It made me download every map on every server I joined today, including default maps like Islands...
Could be the server being configured wrong, or with a slightly different Islands map.

Negative sir, most players don't have this problem and only the maps that we don't currently have are being downloaded. This is definetly a bug.

Subject: Re: autodownloader
Posted by Gohax on Sat, 10 Sep 2011 17:39:23 GMT
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Azazel wrote on Sat, 10 September 2011 09:16EvilWhiteDragon wrote on Sat, 10 September 2011 07:19crazfulla wrote on Sat, 10 September 2011 10:14It made me download every map on every server I joined today, including default maps like Islands...
Could be the server being configured wrong, or with a slightly different Islands map.

Negative sir, most players don't have this problem and only the maps that we don't currently have are being downloaded. This is definetly a bug.

It's not happening with me :/ Works perfectly fine, how it should. Never had to download a map that I have already had.

Subject: Re: autodownloader
Posted by StealthEye on Sat, 10 Sep 2011 20:10:12 GMT
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It is possible that it downloads a map once even if you had it installed as a .mix, because TT stores them differently. However, it should never download islands if properly configured.

My guess is that it is downloading a different package, especially on islands. The downloader shows the current map, but it does not show exactly what files it is downloading. It is possible that it downloads an additional package, for example a sound pack. Maybe a st0rm admin can post their configuration to see what's happening?

Subject: Re: autodownloader
Posted by EvilWhiteDragon on Sun, 11 Sep 2011 00:19:36 GMT
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That's pretty liikely actually, because in the default config the soundpackage "quake" is specified

with every map. I'm not sure why it's there, but it would cause this problem then.

Subject: Re: autodownloader
Posted by ExEric3 on Sun, 11 Sep 2011 00:30:20 GMT
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crazfulla wrote on Sat, 10 September 2011 10:14It made me download every map on every server I joined today, including default maps like Islands...

Im sure server owner used PackageEditor:
PackageEditor convert "data\C&C_Islands.mix"
PackageEditor install "C&C_Islands"

Same like I did it before.

So its not bug but miss configuration.

Subject: Re: autodownloader
Posted by crazfulla on Sun, 11 Sep 2011 11:42:49 GMT
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Well whatever it is can some one please see that it is fixed?

Subject: Re: autodownloader
Posted by EvilWhiteDragon on Sun, 11 Sep 2011 11:43:40 GMT
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The serverowner.

Subject: Re: autodownloader
Posted by teardrinker on Sun, 11 Sep 2011 16:34:24 GMT
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I had this same problem where even default maps were being downloaded, I simply copied the maps I had in c:\westwood\renegade\data to C:\Documents and Settings\User\My Documents\Renegade\Client\ .

Works fine now. I erased all the old copies of the multiplayer maps from my rene\data folder now too, still works.

Subject: Re: autodownloader
Posted by StealthEye on Sun, 11 Sep 2011 16:38:10 GMT
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Huh; that shouldn't fix it, it shouldn't even work as far as I know...

Subject: Re: autodownloader
Posted by teardrinker on Sun, 11 Sep 2011 16:40:32 GMT
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StealthEye wrote on Sun, 11 September 2011 09:38Huh; that shouldn't fix it, it shouldn't even work as far as I know...

lol well, renegade works in silly ways, no matter how much you guys improve it.

Subject: Re: autodownloader
Posted by EvilWhiteDragon on Sun, 11 Sep 2011 16:50:40 GMT
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Does that work on non-TT servers? I think it does not, and I suspect you can't join those anymore either.

Subject: Re: autodownloader
Posted by teardrinker on Sun, 11 Sep 2011 16:58:51 GMT
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Well at first I had no problem joining non-4.0 servers. But now that I tried again, your right- missing map. So just don't delete the old ones I suppose.

Subject: Re: autodownloader
Posted by StealthEye on Sun, 11 Sep 2011 18:46:58 GMT
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Also try removing them from C:\Documents and Settings\User\My Documents\Renegade\Client\ again. It might have been a coincidence that it worked after you put those files there. I can't think of any explanation why it would help.

Subject: Re: autodownloader
Posted by crazfulla on Mon, 12 Sep 2011 01:00:13 GMT

EvilWhiteDragon wrote on Sun, 11 September 2011 04:43The serverowner.
Players shouldn't have to contact the server owner. Many wouldn't even know how, the rest can't be bothered.

Subject: Re: autodownloader
Posted by EvilWhiteDragon on Mon, 12 Sep 2011 06:55:07 GMT

Well then don't play with shit THE SERVEROWNER doesn't allow.