Subject: Map downloader downloading in the background while I'm playing
Posted by iRANian on Mon, 24 Dec 2012 19:37:45 GMT
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Whenever I play on Ultra AOW New maps and I see a resource downloader screen I will get lag up to 10 minutes after actually playing on the server. :/

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by danpaul88 on Mon, 24 Dec 2012 20:51:15 GMT
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That's what it's supposed to do, download the next map in the rotation so you're not sat on a loading screen for ages waiting for it to download...

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by iRANian on Mon, 24 Dec 2012 21:47:23 GMT
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No it's supposed to load everything on the loading screen lol. No point in playing with 500 ping and not knowing whether you're lagging or something is downloading in the background doesn't help either.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by danpaul88 on Tue, 25 Dec 2012 00:24:56 GMT
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As I recall it was designed to download the next map in the rotation whilst your playing on the server if you don't already have it, that's normal behaviour. Once you've been through the entire map rotation once you won't need to do any more downloading so you won't see any problems from that point onwards.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by iRANian on Tue, 25 Dec 2012 09:06:08 GMT
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Uhm, it has always shown a resource downloader screen where you'd have to wait a bit for larger packages to download, then after you start playing you don't get any lag as soon as you get in the game. I've only had this happen with the UltraAOW Newmaps server.

Subject: Re: Map downloader downloading in the background while I'm playing

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Posted by Ethenal on Tue, 25 Dec 2012 13:56:36 GMT

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Damn it autodownloads the next map? Neat!

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by danpaul88 on Tue, 25 Dec 2012 19:55:50 GMT

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Indeed it does. As for lag caused by this, Stealtheye has previously said this about it;

StealthEye wrote on Wed, 26 September 2012 21:05As for lag caused by downloading: it will not really decrease the server to client data stream, but it can make it less reliable (packets not arriving, causing latency) if your connection is exhausted. The download should theoretically automatically throttle back in that case, although I have never carefully studied this.

From: http://www.renegadeforums.com/index.php?t=msg&goto=475240&rid=2893#msg_4 75240

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by iRANian on Tue, 25 Dec 2012 20:00:15 GMT

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It wasn't auto-downloading the next map when we were playing the Ultra AOW commwar, iirc Zunnie had to do the whole rotation first so everyone got the map. It does download all the required packages the first time after joining a server I think.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by danpaul88 on Tue, 25 Dec 2012 20:01:07 GMT

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See edited post above, I hunted down a quote from stealtheye about the background downloader.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by Generalcamo on Wed, 26 Dec 2012 00:33:11 GMT

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Couple things.

The auto downloader downloads maps you already have. That isn't good.

The auto downloader should have an option of either doing the background downloading or the download on load, depending on what the player wants.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by EvilWhiteDragon on Wed, 26 Dec 2012 01:42:06 GMT
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generalcamo wrote on Wed, 26 December 2012 01:33Couple things.

The auto downloader downloads maps you already have. That isn't good.

The auto downloader should have an option of either doing the background downloading or the download on load, depending on what the player wants.
Define "The auto downloader downloads maps you already have."
As the resource manager supports versions, either for updated maps or differences between servers. If you've downloaded the .mix file this can't be checked, and thus it is downloaded. If you have a version that is different on the server, you'll also have to download it.

As for making it an option, it is probably not as easy as it looks.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by Generalcamo on Wed, 26 Dec 2012 05:10:41 GMT
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It downloads .mix files that a player already has, version and everything. Why can't the downloader check for this? Right now, it is wasted space in computers.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by BAGUETTE on Wed, 26 Dec 2012 07:47:14 GMT
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Only time I saw this happen was when it downloaded Canyon again, least for me anyway

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Subject: Re: Map downloader downloading in the background while I'm playing
Posted by EvilWhiteDragon on Wed, 26 Dec 2012 19:20:18 GMT
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generalcamo wrote on Wed, 26 December 2012 06:10It downloads .mix files that a player already has, version and everything. Why can't the downloader check for this? Right now, it is wasted space in computers.
I just explained that.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by StealthEye on Sat, 05 Jan 2013 15:02:48 GMT
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The map downloader downloads up to two games in advance in the background. It only loads the current game when in the resource manager screen. I would not really expect much lag being introduced by this. Are you sure you do not just have a bad connection to that server? Otherwise, maybe some router is prioritizing the download stream rather than the game data...

Theoretically, yes, it could scan the .mix archives for files that are the same. This would be quite complex though (you can still do something like that manually using the PackageEditor command line tool). You don't really need the .mix archives any more though, and the ttfs should be a small fraction (10-20%) of the size all .mix archives normally have, so space should not be such a concern.

I agree that it would be good to show something about the download status somewhere. I'll see what I can do about that. I'll also see if I can add a clientside option to postpone downloading until the map starts, but I'm not sure if that will work without significant changes.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by iRANian on Sat, 05 Jan 2013 16:13:24 GMT
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Got a solid 150 ping to that server with a normal KBPS.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by StealthEye on Sun, 06 Jan 2013 03:03:02 GMT
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I added "downloading 1.23/45.67 MB" text next to the FPS display to indicate that it is loading in the background. I've also established that disabling background loading via an option should be easy to implement, I'll just have to add some GUI option for it or something like that tomorrow.

Subject: Re: Map downloader downloading in the background while I'm playing
Posted by iRANian on Sun, 06 Jan 2013 09:00:01 GMT
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I could do a bit of testing for it on UltraAOW if you give me a RC1 compatible version.