

---

Subject: new stuff in scripts.dll 2.1 for users and/or server owners

Posted by [reborn](#) on Sun, 13 Feb 2005 22:55:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Blazer

Autodownload is planned...there are several gotchas of course though. One being that renegade servers already use gobs of bandwidth, and 10 people downloading a map from the server at the same time would make it lag. Options to fix that would be a trickle download, which is slow, or server owner can set downloads to be from another location, then you have to deal with things like how Renegade wont accept new maps if you just drop them in, you have to restart the game...theres that "if we just had the source code" popping up again The final solution will probably be totally replacing the server browser with our own app, so that downloads etc can be done before actually launching the game.

that would be awesome, but please please please, if you can make the downlaod from another location... I would rent a server just for that reason, or maybe go halves with someone (zunnie )...

i would love to get fan made maps back on my servers without having empty servers... and also please if you can make it so that the map name isn't greyed out, because then people will just assume they cant join.

I really really would love to see this available

---