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.