Subject: Suggestion for the next update on Renguard....
Posted by Kanezor on Tue, 31 May 2005 16:11:18 GMT

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flyingfoxassuming it does actually check the server rotation, it will only take it into account once the player has actually joined, and downloading while he is playing would cause lag. the game will also need to be restarted, either manually or automatically. one thing i don't think renguard can do is navigate the user back to the server, unless that renIP program was integrated and got the IP of the server the player was currently on or something.

I think a viable solution will be to, upon joining the server with new maps, minimise renegade and in the status bar say "there are maps you need, download them now?" if the user chooses no, the game will maximise again. if yes, it'll download and tell them to restart their game. at least that's how i think it would work. there could also be an option to "download while playing" but the game will still need to be restarted at some point.

When launching via GameSpy or RenegadeIP, it is possible for RenGuard to know what server the player is connecting to and download the maps in advance, since the server IP and port are passed as an argument to RenGuard.

Also, are you sure that you would require a restart of Renegade?

In any case, it would only lag the player up if they don't have sufficient bandwidth. A lot of games can last quite a while, and if they have the next two or three maps, then RenGuard should be able to download a full 20 MB map at about 10k/sec during that time. Unless you're playing on a BIG server (eg, 30+ players) and/or don't have a lot of bandwidth in the first place, you should have 10k/sec to spare.

Also, RenGuard should be able to throttle the download speed by whether or not you're actually playing ... eg, limit it to 10k/sec while playing and unlimited (or maybe serverside limit) while not. RenGuard should also be able to resume downloads... that is, suppose you join that server while it's playing a map you do have. Then you leave that server when that map is finished and you don't have the next map, and go to a different server. RenGuard should either stop that map download and start/resume the downloads for your current server or continue the map download if the next server you connect to does not have maps which you don't have.

It's an awesome idea. The real kicker would be getting it to not lag for underpriviledged (read: poor noobs) users.