Subject: Re: New idea? Automatic map downloader.
Posted by danpaul88 on Mon, 27 Aug 2007 11:01:27 GMT
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I didn't mean for the bots to do any specific downloading, I meant more like an RG type system where the bot reports server data to a master server, and a server browser client which downloads this information.

Then the player chooses a server to join from the server browser client, and if that server has custom maps the server browser downloads them automatically from the master server before launching renegade and using direct connect to join the server.

Obvious limitations: Only works for people who would download the server browser, relies on the server using a plugin for BR / NR / <Other Bot> to report data to the master server, requires a reliable master server, only maps actually on the master server could be downloaded.

However it would be much quicker to implement than a solution inside renegade itself.