Subject: Re: New idea? Automatic map downloader.
Posted by Speedy059 on Fri, 09 Nov 2007 17:24:47 GMT
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If someone is willing to do the programming it could work. There will need to be a server side and client side of a program for this to work. Really the only thing that could implement such a thing is RG since it's a server side and client side based software. How it could work is that the server side sends a request to the client seeing if he/she has all the maps needed in their data folder. If they don't, the the client side of the software could download the maps from a dedicated server by first compressing the file and send it over to the client which once received, decompresses the file. If this happens while they play the game, they will have to restart renegade. If people can enter in a server they want to play before they load up RG, then they could get the maps before hand.

I realize there are issues with "Thats going to take a lot of BW", "whose going to pay for the bandwidth"...etc. Well, I'll be the first to point out the obvious, there is more than enough people with servers that have plenty of bandwidth to spare. Look at all the servers with 0/50 players in them. Those people would be the first to volunteer their 1000's of GB of extra bw. I know disk space and bandwidth wont be an issue with and idea like this. Just needs to be organized.