
Subject: Re: New Renegade maps with a patch?
Posted by [Veyrdite](#) on Sun, 22 Jun 2008 07:11:20 GMT
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EvilWhiteDragon wrote on Sun, 22 June 2008 09:08 This will most likely not be done in the patch, as the autodownloader will provide a way to get new maps, and play them. We don't want a huge patch that might fail to pass EA QA

Compression of the map files is really efficient, and the time it would take to download and decompress a zipped file will be a lot faster than downloading the raw file on average connections.

I think you may be able to persuade the 7-zip team to allow you to use their algorithms if you try.
