
Subject: Re: Map Autodownloader question.
Posted by [dr3w2](#) on Wed, 22 Apr 2009 21:02:57 GMT
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BlueThen wrote on Wed, 22 April 2009 15:12Yea... I have a feeling that running a download in the background while your playing a game could be laggy.

andr3w282 wrote on Tue, 21 April 2009 18:43 What if you throttled the download of a map DURING a game (user specified even?). For example, a user has a (low to global standards) 1mbit connection which provides 127kb/s of data transfer. Even in the large games my usage rarely goes over 20kb/s to 25kb/s. We all know the problem with "lag" in renegade isn't the users connection but the netcode itself

...

Even at a rate of something like 10kb/s would nearly remove the problem of a player waiting for a map to download AFTER the game has ended.
