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Subject: Re: TT downloader

Posted by [Spyder](#) on Wed, 19 Jan 2011 15:39:55 GMT

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I don't think this will work with .wav files if every server starts publishing their custom sound packs like this. Files would have to be overwritten every time you join a server that is using the same filenames as your server is using.

I think it would be better if servers just used a .pkg or .dat archive holding all the files. Then the file will be renamed to, let's say a public key for that server. When a player wants to join the server, the server sends its public key to the client, which then loads all assets belonging to that specific server.

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