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Subject: Re: TT downloader

Posted by [StealthEye](#) on Thu, 20 Jan 2011 00:11:33 GMT

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Quote: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. Yes, it is possible and it works somewhat similar to that, just rather than a kind of server key it uses some kind of package files and corresponding identifiers; multiple servers can use the same package(s) if they want.

It's up to the server owner to decide what he thinks is funny, and it's up to the player to join a server that he thinks has a reasonable configuration.

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