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Subject: Re: Map downloader downloading in the background while I'm playing  
Posted by [StealthEye](#) on Sat, 05 Jan 2013 15:02:48 GMT

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The map downloader downloads up to two games in advance in the background. It only loads the current game when in the resource manager screen. I would not really expect much lag being introduced by this. Are you sure you do not just have a bad connection to that server? Otherwise, maybe some router is prioritizing the download stream rather than the game data...

Theoretically, yes, it could scan the .mix archives for files that are the same. This would be quite complex though (you can still do something like that manually using the PackageEditor command line tool). You don't really need the .mix archives any more though, and the ttfs should be a small fraction (10-20%) of the size all .mix archives normally have, so space should not be such a concern.

I agree that it would be good to show something about the download status somewhere. I'll see what I can do about that. I'll also see if I can add a clientside option to postpone downloading until the map starts, but I'm not sure if that will work without significant changes.

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