Subject: Re: two random leveledit questions
Posted by EvilWhiteDragon on Tue, 26 Nov 2013 14:59:39 GMT

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Xpert wrote on Tue, 26 November 2013 12:19Kamuix wrote on Tue, 26 November 2013 04:52Actually i was refering to an Leveledit glitch but now that you say that ever since i've started making a mix map i've been afraid to do the convershin and play it online because whenever I map im constantly playing it then updating back and fourth and I wasn't sure how it would work if people joined my server downloaded my map files, then I go and add and makes changes, would it sync properly with people who already downloaded an older version of my map?

would they re-download the edited and added files and join? or would they crash? lol I just didnt want to risk it for now,

thanks gen

name your map edit to something else till you finished a final version. Like C&C_MyMap_v1, C&C_MyMap_v2, etc... Then you can name it C&C_MyMap as your final version for people to download.
Afaik the map downloader supports version numbers, so use that instead. Prevents the use of butt-ugly mapnames. Oh and the map-downloader protects against issues with filenames, by means of hashes, so renaming shouldn't be necessary regardless.