

---

Subject: RenGuard functionality & Add-ons

Posted by [exnyte](#) on Mon, 17 Nov 2003 10:55:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

NeodarrhWhile rengaurd wouldnt be pulling that much when checking files and such, if you are DLing the maps directly from the server, unless they make it so you can only pull alil at a time which would take forever to dl some maps, it would lag the server due to the fact you are pulling a 1-5mb file from it. Also if you get several people DLing it at the same time it would be horrid to play. Just a thought on the possible down side but I do like the idea if you can make it so people DL maps to so they dont have to look for it.

This would begin to be a problem... but I'm sure this would also be thought about. I'd say the best way to combat this issue may be instead of the person pulling it from the server itself, have either the main server (I remember hearing rengaurd will have a main server) or other sites that offer these downloads. Just something to keep the bandwidth of the server that is serving the games and may keep download speeds up? Two cents inserted.

---