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Subject: Re: Auto Mod map download ? So server installs maps on clien

Posted by [Beanyhead](#) on Sun, 11 Jan 2004 16:39:44 GMT

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AlkalineAny way to do this? sorta like how Unreal Tournament did it. the server would automatically install the map being played on to clients machine if they didn't have it.

This would really boost the modmap community imo because people won't have to go searching for maps.

This could be easily done using the same "DCC" as in mIRC. Since your IP is shared with the server when you click on the server name, you should be able to DCC that person maps.

For example, say you join The Pits on City Flying, you could have the DCC software start downloading all maps in the cycle in the background, but only after it has checked that the map is not already downloaded. That way, the person wouldn't have to download any maps.

And the size issue, if the map is a few maps away, they should be able to download it in time, but I would suggest putting a cap on the max download speed so it does not hamper their game experience drastically.

Just my thoughts

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