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

Posted by [Blazer](#) on Sun, 11 Jan 2004 21:35:30 GMT

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msgtpainAnd.. I don't know if it's a random bug, or if it is a 'feature'.. but I've never been able to extract a map in to my data folder WHILE renegade is running, and have it be able to be played. It will always put me in that scene where there's a big blue circle below me and I'm falling over and over.

I have to shut down and restart renegade for them to work.

If this happens ALWAYS, then an autodownload is sort of pointless.

Dont quote me on this since we have not coded any autodownload code yet, but the "plans" are for the RG client to autodownload maps from the site specified by the server owner. The maps will be placed in a temporary directory, and a message will be sent telling you that the download is complete and will go into effect when you restart renegade. Upon quitting renegade RG will uncompress the maps and move them to your data dir and restart renegade for you.

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