
Subject: Should the maps we are making available be optional or not?

Posted by [jonwil](#) on Thu, 03 Jun 2004 03:58:59 GMT

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Rest assured that whatever download client we make will be as good as we can make it.

And we are going to be mindfull of how large the core patch ends up being, we may pull one or more of the maps if we decide its too large.

I am going to look into doing the download client myself (Slient_Kane was going to do it but he seems to have done nothing on it as yet)

The plan is this:

If you have core patches turned on, the server checks your current core patch version, if its not the latest, it sends a command (much like the renguard auto-update command) to download & run a small exe.

This small exe will check your core patch version.

If it is "no core patch", it will download an "all-in-one" patch that contains everything needed to go up to the latest.

Otherwise it will download, in order, a set of patches.

If you are at patch 3 and patch 5 is the latest, it updates from 3 to 4 then from 4 to 5.

The patches themselves will be RTPatch patches (same as what Renegade and I think RenAlert uses) amd will probably use the same patchw32.dll file that comes with Renegade itself.

There will be (hopefully) download resume support for this to enable the download to start from where it left off if there is a network dropout or a program crash or a power falure or whatever (or even if you just want to cancel it and resume later)
