Subject: New project!
Posted by Spyder on Sun, 25 Feb 2007 21:17:29 GMT
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I have seen this at some private server for an other game, but it seems to work very well.

I created a map downloader for renegade that automatically downloads every missing map to the renegade data folder. One problem:
*The only folder it writes to is: C:\Westwood\Renegade\Data\

Thats a problem for the people that have renegade installed at an other directory, but this will be fixed. The only thing I wanted to ask for is, if anyone has a webserver with about 500mb space, please let me upload all maps so we don't have a limited version.

I hope you all like it!

Here's an example I made for my brother who was missing some maps to play on the Xphaze Server:

File Attachments
1) Xphaze Downloader.zip, downloaded 115 times

Subject: Re: New project!
Posted by [NE]Fobby[GEN] on Sun, 25 Feb 2007 23:03:43 GMT
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That's really cool, and useful

So does it download the map as you join a server (like in UT) or does it download every single map.

Subject: Re: New project!
Posted by Ryu on Sun, 25 Feb 2007 23:14:45 GMT
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So, You coded it, Or Xphaze Gaming made it? Or http://sunisoft.com made it? I'm confused.

Subject: Re: New project!
Posted by Spyder on Mon, 26 Feb 2007 11:10:48 GMT
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I made it using Sunisofts product. And it downloads every map you are missing in the data folder.
Let's say you miss the map: C&C_FieldTS, then it automatically downloads FieldTS from the

webserver to your data folder. It's not like Unreal Tournament. See it as an updater to keep your renegade files up to date.

Subject: Re: New project!
Posted by Ryu on Mon, 26 Feb 2007 13:22:45 GMT
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If I remember correctly, It only downloads the maps for Xphaze Marathon, Also downloads with slow speeds. :/

Subject: Re: New project!
Posted by Oblivion165 on Mon, 26 Feb 2007 13:48:50 GMT
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You have to make it so you can select your downloads. Back in the day i made a downloader for ren that would read your directory, make a list of missing files then download the ones you selected.

RenGuard could make the download process like UT, but I was blown off when I mentioned it to them. That was probably a year or more ago, so they may have changed their minds.

I have all the major map packs and then some on Renhelp.net, all are named for such a device. For instance:

C&C_Snow.mix is C&C_Snow.zip

It would be very, very easy to use.

Subject: Re: New project!
Posted by Spyder on Mon, 26 Feb 2007 16:03:26 GMT
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This one only downloads the maps you're missing. If you have all maps except the CP2 maps for an example, it will only download the CP2 maps.

Alex the server the files are stored on is my webserver. It's not made for downloading so it's rather slow. That's the reason I asked for a fast server with about 500mb of space.

Subject: Re: New project!
Posted by Goztow on Mon, 26 Feb 2007 16:30:57 GMT
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Oblivion165 wrote on Mon, 26 February 2007 14:48You have to make it so you can select your downloads. Back in the day i made a downloader for ren that would read your directory, make a list of missing files then download the ones you selected.

RenGuard could make the download process like UT, but I was blown off when I mentioned it to them. That was probably a year or more ago, so they may have changed their minds.

I have all the major map packs and then some on Renhelp.net, all are named for such a device. For instance:

C&C_Snow.mix is C&C_Snow.zip

It would be very, very easy to use.
I remember that: was a great idea IMO.

Subject: Re: New project!
Posted by Ryu on Mon, 26 Feb 2007 17:42:29 GMT
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darksnipa wrote on Mon, 26 February 2007 10:03This one only downloads the maps you're missing. If you have all maps except the CP2 maps for an example, it will only download the CP2 maps.

Alex the server the files are stored on is my webserver. It's not made for downloading so it's rather slow. That's the reason I asked for a fast server with about 500mb of space.

Bah! If your upload speed was 150kbps + I think it would be nice.