Subject: New idea? Automatic map downloader.
Posted by havocide3 on Sun, 26 Aug 2007 16:40:31 GMT
View Forum Message <> Reply to Message

It wouldn't be so hard to have a client/server side program, the client obviously downloads the maps and the server uploads them, or some whitty way like that, no? Why not?

Subject: Re: New idea? Automatic map downloader.
Posted by Ghostshaw on Sun, 26 Aug 2007 16:58:52 GMT
View Forum Message <> Reply to Message

First of all, its not that simple, you also need a way to tell the client what maps it needs and such. Also map files are large thus downloads take a long time.

And um... We are "considering" it. Thats all I will say for now.

-Ghost-

Subject: Re: New idea? Automatic map downloader.
Posted by Yrr on Sun, 26 Aug 2007 17:54:57 GMT
View Forum Message <> Reply to Message

This idea is for sure not new.
And planned for future.

Subject: Re: New idea? Automatic map downloader.
Posted by danpaul88 on Sun, 26 Aug 2007 18:11:59 GMT
View Forum Message <> Reply to Message

TBH the best solution would be a custom server browser that the server bots (BR / NR) send data to in order to get their server listed.

NB / BR / Other Bot -> Sends server name, ip, port, rotation etc to master server -> client downloads data from master server -> client picks server to join -> custom maps that the client does not have that are required for that server get downloaded before renegade is loaded using direct connect.

Trouble is... nobody really has time to make it.

Subject: Re: New idea? Automatic map downloader.
Posted by Yrr on Sun, 26 Aug 2007 18:53:30 GMT
View Forum Message <> Reply to Message

A new server browser with BR and NR? I'd commit suicide instantly
There's no need to make a new server browser to implement automatic map downloading.
For future RR releases I've thought about a Steam-like map-download.

Subject: Re: New idea? Automatic map downloader.
Posted by Goztow on Mon, 27 Aug 2007 06:49:06 GMT
View Forum Message <> Reply to Message

Yrr wrote on Sun, 26 August 2007 20:53A new server browser with BR and NR? I'd commit
suicide instantly
There's no need to make a new server browser to implement automatic map downloading.
For future RR releases I've thought about a Steam-like map-download.
If u can solve the problem of having to restart renegade before a new map can load, then you can
do that.

Subject: Re: New idea? Automatic map downloader.
Posted by Cat998 on Mon, 27 Aug 2007 09:10:07 GMT
View Forum Message <> Reply to Message

Goztow wrote on Mon, 27 August 2007 08:49Yrr wrote on Sun, 26 August 2007 20:53A new
server browser with BR and NR? I'd commit suicide instantly
There's no need to make a new server browser to implement automatic map downloading.
For future RR releases I've thought about a Steam-like map-download.
If u can solve the problem of having to restart renegade before a new map can load, then you can
do that.

I think he knows about that problem
The idea of writing an automatic downloader has already been discussed more than once. But
when you think a little bit it's not that easy as it seems to do something like that for renegade.
And why does everything has to go into bots like BR or NR
renrem bots like BR or NR are very limited in what they can do anyway.

Subject: Re: New idea? Automatic map downloader.
Posted by Goztow on Mon, 27 Aug 2007 09:35:41 GMT
View Forum Message <> Reply to Message

Because most server owners use them, is the obvious answer.

Subject: Re: New idea? Automatic map downloader.
Posted by danpaul88 on Mon, 27 Aug 2007 11:01:27 GMT
View Forum Message <> Reply to Message

I didn't mean for the bots to do any specific downloading, I meant more like an RG type system where the bot reports server data to a master server, and a server browser client which downloads this information.

Then the player chooses a server to join from the server browser client, and if that server has custom maps the server browser downloads them automatically from the master server before launching renegade and using direct connect to join the server.

Obvious limitations: Only works for people who would download the server browser, relies on the server using a plugin for BR / NR / <Other Bot> to report data to the master server, requires a reliable master server, only maps actually on the master server could be downloaded.

However it would be much quicker to implement than a solution inside renegade itself.

Subject: Re: New idea? Automatic map downloader.
Posted by CarrierII on Mon, 27 Aug 2007 11:29:02 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Mon, 27 August 2007 12:01I didn't mean for the bots to do any specific downloading, I meant more like an RG type system where the bot reports server data to a master server, and a server browser client which downloads this information.

Then the player chooses a server to join from the server browser client, and if that server has custom maps the server browser downloads them automatically from the master server before launching renegade and using direct connect to join the server.

Obvious limitations: Only works for people who would download the server browser, relies on the server using a plugin for BR / NR / <Other Bot> to report data to the master server, requires a reliable master server, only maps actually on the master server could be downloaded.

However it would be much quicker to implement than a solution inside renegade itself.

"only maps actually on the master server could be downloaded." - How long would it take a server to download the uber map pack? lol

You could ask if XWIS would adjust thier WOL clone.

Subject: Re: New idea? Automatic map downloader.
Posted by havocide3 on Wed, 29 Aug 2007 02:41:14 GMT
View Forum Message <> Reply to Message

1.038 please

Subject: Re: New idea? Automatic map downloader.
Posted by Goztow on Wed, 29 Aug 2007 06:50:18 GMT
View Forum Message <> Reply to Message

havocide3 wrote on Wed, 29 August 2007 04:411.038 please
The community doesn't have access to the update servers.

Subject: Re: New idea? Automatic map downloader.
Posted by Ryu on Wed, 29 Aug 2007 11:14:03 GMT
View Forum Message <> Reply to Message

Goztow wrote on Wed, 29 August 2007 01:50havocide3 wrote on Wed, 29 August 2007
04:411.038 please
The community doesn't have access to the update servers.

He was being sarcastic. rofl

Subject: Re: New idea? Automatic map downloader.
Posted by 3663Nixon on Wed, 29 Aug 2007 11:56:10 GMT
View Forum Message <> Reply to Message

It would be nice if the server owners hosted the maps. It seems a little unfair for the owners of the master server(s) to foot the bandwidth bill, especially if they run common maps that are included with Ren.
If a fanmaps server decides it wants to host a shed load of maps, then surely they should lay on the maps for thier community?

Regarding the relaunch of Ren to detect new maps - could something be created much like RG that does a check before hand, and if no maps are found, download it and then continue to launch Ren? The check would obviously have to communicate with the server for it to dish out the map name. Thinking in n00bstories terms- this could be as simple as checking a http resource that simply contains the current map name. Do other server owners have the ability to publish the current map too? I dont see a need to create a whole new and tricky communication path just to get a map name- surely?! Or what about the "thing" that shows the map via XWIS?

Subject: Re: New idea? Automatic map downloader.
Posted by danpaul88 on Wed, 29 Aug 2007 12:31:53 GMT
View Forum Message <> Reply to Message

Yes, but you really need the map ROTATION, not just the current map, or you still end up disconnecting when the next map rolls around and you don't have that one.

Subject: Re: New idea? Automatic map downloader.
Posted by Nightma12 on Wed, 29 Aug 2007 12:52:40 GMT
View Forum Message <> Reply to Message

I have a solution to this...

I will be discussing it out in the open later on!

Subject: Re: New idea? Automatic map downloader.
Posted by Yrr on Wed, 29 Aug 2007 14:54:41 GMT
View Forum Message <> Reply to Message

Solutions are easy - programming them is the hard part

Subject: Re: New idea? Automatic map downloader.
Posted by IronWarrior on Wed, 29 Aug 2007 15:05:41 GMT
View Forum Message <> Reply to Message

Which shithead deleted my post?

Subject: Re: New idea? Automatic map downloader.
Posted by Ethenal on Wed, 29 Aug 2007 21:54:11 GMT
View Forum Message <> Reply to Message

Somehow it ended up here...
http://www.renegadeforums.com/index.php?t=msg&th=25781&start=0&rid=2 2131

Subject: Re: New idea? Automatic map downloader.
Posted by IronWarrior on Thu, 30 Aug 2007 03:12:36 GMT
View Forum Message <> Reply to Message

Ethenal wrote on Wed, 29 August 2007 16:54Somehow it ended up here...
http://www.renegadeforums.com/index.php?t=msg&th=25781&start=0&rid=2 2131

WTF over? lol

Subject: Re: New idea? Automatic map downloader.
Posted by Goztow on Sun, 02 Sep 2007 10:39:36 GMT
View Forum Message <> Reply to Message

I guess the RG-people find that there's enough problems with downloading core patches without this extra possibility.

Subject: Re: New idea? Automatic map downloader.
Posted by IronWarrior on Mon, 03 Sep 2007 10:45:18 GMT
View Forum Message <> Reply to Message

Goztow wrote on Sun, 02 September 2007 05:39I guess the RG-people find that there's enough problems with downloading core patches without this extra possibility.

Could make it an beta option or something, if it works for some, good, if it doesnn't work for others, shit happens.

Subject: Re: New idea? Automatic map downloader.
Posted by Sn1per74* on Mon, 03 Sep 2007 14:57:51 GMT
View Forum Message <> Reply to Message

Oblivion has made this. But then, he lost it.

Subject: Re: New idea? Automatic map downloader.
Posted by Speedy059 on Fri, 09 Nov 2007 17:24:47 GMT
View Forum Message <> Reply to Message

If someone is willing to do the programming it could work. There will need to be a server side and client side of a program for this to work. Really the only thing that could implement such a thing is RG since it's a server side and client side based software. How it could work is that the server side sends a request to the client seeing if he/she has all the maps needed in their data folder. If they don't, the the client side of the software could download the maps from a dedicated server by first compressing the file and send it over to the client which once received, decompresses the file. If this happens while they play the game, they will have to restart renegade. If people can enter in a server they want to play before they load up RG, then they could get the maps before hand.

I realize there are issues with "Thats going to take a lot of BW", "whose going to pay for the bandwidth"...etc. Well, I'll be the first to point out the obvious, there is more than enough people with servers that have plenty of bandwidth to spare. Look at all the servers with 0/50 players in

---

them. Those people would be the first to volunteer their 1000's of GB of extra bw. I know disk space and bandwidth wont be an issue with and idea like this. Just needs to be organized.

Subject: Re: New idea? Automatic map downloader.
Posted by CarrierII on Fri, 09 Nov 2007 17:29:01 GMT
View Forum Message <> Reply to Message

This has been bumped, but what the heck.

I wouldn't mind seeding a torrent or hosting from home (I get unlimited broadband) - obviously, it would be slow.

Edit - I wouldn't be the only host, I just thought that might help to speed things up.

Subject: Re: New idea? Automatic map downloader.
Posted by Goztow on Fri, 09 Nov 2007 21:09:12 GMT
View Forum Message <> Reply to Message

BlackIntel have a working alpha version but some problems still need to be worked out.

Subject: Re: New idea? Automatic map downloader.
Posted by Speedy059 on Sat, 10 Nov 2007 10:29:55 GMT
View Forum Message <> Reply to Message

If black intel needs needs ftp space they can forward mapdl.blackintel.org to my nameservers and i'll give them a control panel so they can store maps there. I have no problem using one of my servers for the cause. 600-800 people playing renegade these days....and only a select few play fan map servers. I can maybe believe that it will probably be a max bw usage of around 1500-2500gb on a good month. But i'm sure more than me are willing to donate their disk space and BW for this cause...

Subject: Re: New idea? Automatic map downloader.
Posted by Yrr on Sat, 10 Nov 2007 12:58:57 GMT
View Forum Message <> Reply to Message

http://www.icefinch.net/community/viewtopic.php?f=7&t=28

Subject: Re: New idea? Automatic map downloader.

Posted by Goztow on Sat, 10 Nov 2007 16:05:37 GMT

Yrr wrote on Sat, 10 November 2007
13:58http://www.icefinch.net/community/viewtopic.php?f=7&t=28
Status: Planned

Besides that, it seems a server AND client modification, which makesi t pretty useless as most people who would have downloaded RR will also download maps, it's the people playing vanilla renegade that u need to get the maps to mostly.

Subject: Re: New idea? Automatic map downloader.
Posted by Yrr on Sat, 10 Nov 2007 16:26:13 GMT

Goztow wrote on Sat, 10 November 2007 17:05Yrr wrote on Sat, 10 November 2007
13:58http://www.icefinch.net/community/viewtopic.php?f=7&t=28
Status: Planned
I hope to get it implemented for the next RR release.

Goztow wrote on Sat, 10 November 2007 17:05Besides that, it seems a server AND client modification, which makesi t pretty useless as most people who would have downloaded RR will also download maps, it's the people playing vanilla renegade that u need to get the maps to mostly.

You cannot implement an automatic downloader without modifying the client.
And I'm not talking about pure map downloading, but resource downloading. The client downloads any resources (scripts.dll excluded) which were added or modified by the, allowing much more server-side modifications.