Subject: Sugg for the autodownloader
Posted by mrÃ£Ã§Ä·z   on Sun, 13 Jul 2008 15:08:02 GMT
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Please add a window or whatever that shows if a server has some extra files, because its fucking annoying on counterstrike that you need to download 100000000000 files

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Subject: Re: Sugg for the autodownloader
Posted by IronWarrior on Sun, 13 Jul 2008 19:22:22 GMT
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madrackz wrote on Sun, 13 July 2008 10:08Please add a window or whatever that shows if a server has some extra files, because its fucking annoying on counterstrike that you need to download 100000000000 files

Yeah it is, why couldn't they place all these files in one file... uber gay.

Subject: Re: Sugg for the autodownloader
Posted by StealthEye on Mon, 14 Jul 2008 12:51:16 GMT
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I don't know counterstrike well, but from what I understand the server is sending you multiple files without showing you how many? If that is the case: we will simply use .mix archives for this, so that should not be a problem. The archive would be the only thing to download.

Subject: Re: Sugg for the autodownloader
Posted by Chuck Norris on Mon, 14 Jul 2008 13:45:12 GMT
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I've only played Counter-Strike a few times myself, but in my experience, in many source games, when you go to join a game, you always have to download what seems like a hundred files for every server, and before you join the server, you have no way of telling how many or what will be downloaded.

Subject: Re: Sugg for the autodownloader
Posted by a000clown on Mon, 14 Jul 2008 13:58:05 GMT
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A file count and an estimated file size for the download would be enough for me, since it already tells you the next map at the endscore screen.