
Subject: [3rd Party] Map Downloader

Posted by [Genesis2001](#) on Sun, 08 Feb 2009 03:18:40 GMT

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Project Coder: aca20031 and Zack

Project Owner: St0rm Gaming

Version: 1.0

Requires: Microsoft .NET 3.5

Click to watch a video of this inaction!

* Courtesy of RoShamBo

Download: [here](#) (Source included)

Currently, what this does is download maps from our website and install them to your Renegade directory which is gathered from User Input, or, taken from the Registry(default).

If you mess with the source, we do not hold any guarantee on it if you mess something up. We won't provide support for it at that point!

Also, we kindly ask that if you do edit the source to, say, maybe change the URL where it downloads from...that you keep the copyrights in place in both the executable and the User Interface.

Enjoy!

Oh, you can contact me about becoming a mirrored site for the downloadable maps.

Subject: Re: [3rd Party] Map Downloader

Posted by [_SSnipe_](#) on Sun, 08 Feb 2009 03:36:44 GMT

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Fucking Awesome

Subject: Re: [3rd Party] Map Downloader

Posted by [BlueThen](#) on Sun, 08 Feb 2009 03:45:46 GMT

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Sweet! Great job. Maybe you guys could have it give map description too?

Subject: Re: [3rd Party] Map Downloader
Posted by [YazooGang](#) on Sun, 08 Feb 2009 04:11:52 GMT
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Really nice!

Subject: Re: [3rd Party] Map Downloader
Posted by [rrutk](#) on Sun, 08 Feb 2009 10:59:13 GMT
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would it be possible to have a function "sort maps by author"?

Subject: Re: [3rd Party] Map Downloader
Posted by [IronWarrior](#) on Sun, 08 Feb 2009 20:05:58 GMT
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This is pretty awesome, good job.

Subject: Re: [3rd Party] Map Downloader
Posted by [LiL KiLLa](#) on Sun, 08 Feb 2009 20:22:28 GMT
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SSnipe wrote on Sun, 08 February 2009 04:36 Fucking Awesome

Subject: Re: [3rd Party] Map Downloader
Posted by [Caveman](#) on Sun, 08 Feb 2009 20:59:51 GMT
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Not to be rude or negative but this is just an application to view what's on your site without a web browser?

Subject: Re: [3rd Party] Map Downloader
Posted by [Killgeak](#) on Sun, 08 Feb 2009 21:00:51 GMT
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download is a tad slow
and what's st0rm mix? oO

Subject: Re: [3rd Party] Map Downloader
Posted by [Goztow](#) on Sun, 08 Feb 2009 21:27:45 GMT
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Caveman wrote on Sun, 08 February 2009 21:59Not to be rude or negitive but this is just an application to view whats on your site without a web browser?
That kinda was my first impression. But whatever makes it even easier to download maps...

Subject: Re: [3rd Party] Map Downloader
Posted by [mrÃ£Ã§Ã·z](#) on Sun, 08 Feb 2009 22:19:21 GMT
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Sticky this!

Subject: Re: [3rd Party] Map Downloader
Posted by [Genesis2001](#) on Sun, 08 Feb 2009 22:24:07 GMT
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Goztow wrote on Sun, 08 February 2009 14:27Caveman wrote on Sun, 08 February 2009 21:59Not to be rude or negitive but this is just an application to view whats on your site without a web browser?
That kinda was my first impression. But whatever makes it even easier to download maps...

It was meant as a way for our players, who are lazy..., to download the new maps for our new server (St0rm Extreme Mix).

Subject: Re: [3rd Party] Map Downloader
Posted by [Zuess](#) on Sun, 08 Feb 2009 22:37:34 GMT
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Just a suggestion, really should downgrade so you dont need .net 3.5.

Alot of people don't have it installed, and really is not needed for a browser rapper, just need .net 2.0, which sp2 installs by default.

Another idea, since you have client permission to write to default folder, why not create a quick list of files already installed, so they dont accidentally re-download it. Should be easy enough to implement, tho really didn't look at source so dunno how difficult it would be to embed in your existing code.

If people catch on to this, can even write a wrapper around renegade exe and have it auto-check for new maps and versions of maps and download in background throttled while you play.

Also, dunno if this is for multiple servers, but have a dropdown of servers with the mappacks for each.

Subject: Re: [3rd Party] Map Downloader
Posted by [Genesis2001](#) on Sun, 08 Feb 2009 23:26:34 GMT
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Zuess wrote on Sun, 08 February 2009 15:37If people catch on to this, can even write a wrapper around renegade exe and have it auto-check for new maps and versions of maps and download in background throttled while you play

This is just a pre-mature release of TT so-to-speak. TT has planned on doing an auto-map downloader built-in to the game. What this does is simply downloads the maps you want and extracts them. :/

Also, we're going to be setting up two other mirrors of the maps so it's not 100% dependent on St0rm's Website.

Subject: Re: [3rd Party] Map Downloader
Posted by [DarkKnight](#) on Mon, 09 Feb 2009 00:25:25 GMT
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I've got just about every map known to renegade. About 400 maps or so. Would love to compare notes see if you have something i don't and vice versa. Give you what i got that you don't have?

Subject: Re: [3rd Party] Map Downloader
Posted by [Sir Kane](#) on Mon, 09 Feb 2009 00:33:05 GMT
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Why C#?

Subject: Re: [3rd Party] Map Downloader
Posted by [Genesis2001](#) on Mon, 09 Feb 2009 14:30:52 GMT
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Sir Kane wrote on Sun, 08 February 2009 17:33Why C#?

It's both mine and aca's home language. I haven't explored any other language for UI development, unless you want VB.NET :@ (lol...)

Subject: Re: [3rd Party] Map Downloader
Posted by [Spyder](#) on Wed, 11 Feb 2009 12:33:50 GMT
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Looking good so far, still I think I'll be messing with the source a bit to see if I can improve your program a little. As far as I know it doesn't look for the renegade installpath in the registry, if I'm wrong then it just doesn't work for 64-bit OS.

Also I think I'm going to change the interface a bit so it's more renegade styled (green, black etc. looks like the old hud).

It's a nice program, but in MY OPINION it's still not finished.

Edit:

Here is a 64-bit compatible version. Binaries + Source.

- Just added a small line of code similar to 32-bit version which now checks for the 64-bit registry key.

File Attachments

1) [Renegade Map Downloader.zip](#), downloaded 280 times

Subject: Re: [3rd Party] Map Downloader
Posted by [Genesis2001](#) on Wed, 11 Feb 2009 17:40:42 GMT
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DimitryK (Nero) wrote on Wed, 11 February 2009 05:33Also I think I'm going to change the interface a bit so it's more renegade styled (green, black etc. looks like the old hud).

I was told to make it look like our Renegade section forums. lol, so that's what I did.

Feel free to mod the source. Just keep the copyrights in place.

Good luck, and thanks too. I'll put the 64-bit compatible version up on the google code site later when I get home.
