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Subject: Map Downloader Suggestion

Posted by [jez636363](#) on Tue, 04 May 2010 16:39:56 GMT

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Hi Folks,

I'm not sure how you are planning on doing the map downloader, and I'm not familiar with the internals of Ren, but here is a suggestion that might make things easier to code.

First, assume you do not need to download new maps in a big hurry. As long as most people get it over a few days then that is fast enough.

To manage maps being unavailable to some players at first, implement a smart 'nextmap' chooser, so that it skips maps that are not available to every player in-game. Not sure if you can do that - if you can't then you have to allow more time for a map to trickle down is all, before including it in a rotation.

Second, assume you have access to some cheap webspace NOT on the gameservers.

Each new map would be split up into say 1MB chunks, and stored on a webserver somewhere out there - not the game server.

The background download process would gradually download the chunks and store them.

Whenever the whole program starts up, it would check for any maps that were fully downloaded, and install them - so that only happens when you are not in game. Perhaps you can insert maps while the game is running too, or at least make them load from the previously downloaded chunks, at the start of the game?

The background download would use async reads with a small packet size, to stop it interfering with the game. You would limit the frequency of reads by monitoring the time between starting the read and getting the data, and limiting the download to say 30% of time or something appropriate.

That way, you can release new maps, they will start tricking down to players, and the server will only start using them when all the players have got them.

Yes, it would take more time to get maps out there, but its not the end of the world, and its easier, and gets rid of the problem of people being kicked out because of not having the right map.

Cheers,  
Jez

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Subject: Re: Map Downloader Suggestion

Posted by [jez636363](#) on Tue, 04 May 2010 16:48:29 GMT

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Or keep it even simpler. When you try to join a server, it first checks your maps against the map rotation, and does the necessary download right there, before game starts. Still download from a separate webserver somewhere, to avoid hurting gameserver bandwidth and so you can download at full speed.

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**Subject: Re: Map Downloader Suggestion**  
Posted by [Goztow](#) on Tue, 04 May 2010 18:51:30 GMT

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jez636363 wrote on Tue, 04 May 2010 18:48Or keep it even simpler. When you try to join a server, it first checks your maps against the map rotation, and does the necessary download right there, before game starts. Still download from a separate webserver somewhere, to avoid hurting gameserver bandwidth and so you can download at full speed.

It will actually probably download the map when you need it, meaning just when it loads the map.

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**Subject: Re: Map Downloader Suggestion**  
Posted by [jez636363](#) on Tue, 04 May 2010 21:22:52 GMT

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I guess if it doesn't take too long that is easiest - I assume the game will start before everyone loads the map?

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**Subject: Re: Map Downloader Suggestion**  
Posted by [Goztow](#) on Wed, 05 May 2010 06:24:02 GMT

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You will join the game once you have the map, but it obviously won't make the others wait for you.

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**Subject: Re: Map Downloader Suggestion**  
Posted by [StealthEye](#) on Wed, 05 May 2010 09:46:34 GMT

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It will download the map during the end game screen; if the map is not downloaded when the loading starts, you will 'leave' the game and 'rejoin' when the map finished loading. The 's because it's slightly more subtle on the netcode level (the connection from server to client is not broken, just put in some new 'inactive' state). This system is mostly working already.

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**Subject: Re: Map Downloader Suggestion**

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Posted by [jez636363](#) on Thu, 06 May 2010 08:59:58 GMT

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Looking forward to it!

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Subject: Re: Map Downloader Suggestion

Posted by [Jerad2142](#) on Thu, 06 May 2010 19:28:08 GMT

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StealthEye wrote on Wed, 05 May 2010 03:46It will download the map during the end game screen; if the map is not downloaded when the loading starts, you will 'leave' the game and 'rejoin' when the map finished loading. The 's because it's slightly more subtle on the netcode level (the connection from server to client is not broken, just put in some new 'inactive' state). This system is mostly working already.

What does it do if the map that you were downloading is won and another map you don't have is next in the cycle, does it quit downloading the previous and attempt to download the new one, or does it just keep adding maps onto your list?

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Subject: Re: Map Downloader Suggestion

Posted by [StealthEye](#) on Thu, 06 May 2010 20:06:00 GMT

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Like I said "This system is mostly working already.". The issue you're describing needs to be looked at (I'm not quite sure, but I think it will finish downloading and then notice another map was started and start downloading that one, which would lag at most one game behind. But again: not sure.)

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Subject: Re: Map Downloader Suggestion

Posted by [Jerad2142](#) on Sat, 08 May 2010 06:07:36 GMT

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StealthEye wrote on Thu, 06 May 2010 14:06Like I said "This system is mostly working already.". The issue you're describing needs to be looked at (I'm not quite sure, but I think it will finish downloading and then notice another map was started and start downloading that one, which would lag at most one game behind. But again: not sure.)

This is going to take a while to fix isn't it lol, because I just made that up off the top of my head, as far as I know it won't be an issue at all, so there is probably 1000x more real issues to go. Ah well, we shall wait XD

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