
Subject: Updating levels through the autodownload tool
Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 20:18:33 GMT
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Will this replace the *.THU file that Renegade generates in the Renegade\Client folder? Can someone test and find out? I'm going to be releasing a fixed version of Fjords with some extra balancing and I'd like to know if it will work correctly with the autodownloader if the level is still called C&C_Fjords.mix.

Will it overwrite the old data in the TT cache folder? Will anything bad happen, or should I just rename it to FjordsTS and be done with it? If I do that though I'd have to rename all of my W3D files to avoid any "name collision" problems that result in the anti-cheat kicking people out.

Subject: Re: Updating levels through the autodownload tool
Posted by [Wilo](#) on Thu, 06 Oct 2011 20:22:56 GMT
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Any collisions I can correct via the anticheat, but you shouldn't have a problem since the old version of the files won't be loaded if you rename the map and I create a new package for you.

I suggest naming it FjordsTS and being done with it.

Any problems server side I will fix for you.

Subject: Re: Updating levels through the autodownload tool
Posted by [StealthEye](#) on Thu, 06 Oct 2011 21:41:02 GMT
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You will have to give the map&package a unique name. You should not need to rename any of the w3ds.

Subject: Re: Updating levels through the autodownload tool
Posted by [Omar007](#) on Thu, 06 Oct 2011 21:44:30 GMT
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Next update needs a map patcher

Subject: Re: Updating levels through the autodownload tool
Posted by [StealthEye](#) on Thu, 06 Oct 2011 22:39:11 GMT
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It's added to the TODO, but will not be done for the next update.
