
Subject: Suggestion for the next update on Renguard....

Posted by [flyingfox](#) on Tue, 31 May 2005 12:16:33 GMT

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assuming it does actually check the server rotation, it will only take it into account once the player has actually joined, and downloading while he is playing would cause lag. the game will also need to be restarted, either manually or automatically. one thing i don't think renguard can do is navigate the user back to the server, unless that renIP program was integrated and got the IP of the server the player was currently on or something.

I think a viable solution will be to, upon joining the server with new maps, minimise renegade and in the status bar say "there are maps you need, download them now?" if the user chooses no, the game will maximise again. if yes, it'll download and tell them to restart their game. at least that's how i think it would work. there could also be an option to "download while playing" but the game will still need to be restarted at some point.
