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Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Jerad2142](#) on Wed, 17 Sep 2008 14:18:17 GMT

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StealthEye wrote on Fri, 29 August 2008 05:29It's not name based, it's hash based. Multiple files with the same name should not give any problems at all.

Downloaded files will be cached somehow. The details are not yet known, but the idea is to have some kind of cache limit and it removes old stuff from the cache. There would be some possibility to save a downloaded file permanently though.

For now, only maps will be downloadable. Exactly as Gozy said, adding custom sounds is only possible by cloning the originals and changing the maps to have different sounds.

It sounds like it would cause a lot of download work for what ever server hosts the maps, I would prefer to have thousands of maps in my data folder, rather than having to wait for the same map to download each time I join the server...

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