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

Posted by [R315r4z0r](#) on Mon, 22 Sep 2008 02:24:21 GMT

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I didn't read any other posts other than the first post so forgive me if this has been suggested.

Perhaps make the auto-downloader have "priority downloads."

For example, every time there is a new update, it would page the player and say "A new <insert update here> is available."

However, depending on the priority of the update, it could be decided upon by the player to download it or not. For example, lets say there is a patch update, this takes priority and must be downloaded. However, for things such as maps and textures, they should be recommended, but not required. As for things such as sounds, they should be "extra" and downloaded by choice of the player.

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