
Subject: Re: [3rd Party] Map Downloader
Posted by [Zuess](#) on Sun, 08 Feb 2009 22:37:34 GMT
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Just a suggestion, really should downgrade so you dont need .net 3.5.

Alot of people don't have it installed, and really is not needed for a browser rapper, just need .net 2.0, which sp2 installs by default.

Another idea, since you have client permission to write to default folder, why not create a quick list of files already installed, so they dont accidentally re-download it. Should be easy enough to implement, tho really didn't look at source so dunno how difficult it would be to embed in your existing code.

If people catch on to this, can even write a wrapper around renegade exe and have it auto-check for new maps and versions of maps and download in background throttled while you play.

Also, dunno if this is for multiple servers, but have a dropdown of servers with the mappacks for each.
