
Subject: Re: Map Autodownloader question.
Posted by [dr3w2](#) on Tue, 21 Apr 2009 23:43:34 GMT
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My thoughts are that

Lets say a player joins a server, and begins to download the map. Lets just estimate it takes that player 3 to 5minutes to download such maps. I've seen games actually end within that amount of time... So lets say the player downloads the map, connects, then suddenly gets presented with another download box and begins to wait once again. Finally the player gets the map and the half is already half done (another assumption) so they pretty much get screwed. This is why i was wondering whether it would halt, and move on, or continue and just append a list of downloads. This isn't really that large of a problem but I could picture some players getting frustrated at first.

Now for my idea. What if you throttled the download of a map DURING a game (user specified even?). For example, a user has a (low to global standards) 1mbit connection which provides 127kb/s of data transfer. Even in the large games my usage rarely goes over 20kb/s to 25kb/s. We all know the problem with "lag" in renegade isn't the users connection but the netcode itself (which im sure you guys will have probably improved).

So what im thinking is lets say you join a game and shortly after you requests the name for next map to be played and initiates a background thread that begins to download the file, at a trottled rate. Even at a rate of something like 10kb/s would nearly remove the problem of a player waiting for a map to download AFTER the game has ended. If the map isn't finished downloading during the game, then the user simply waits that little bit of extra time.

Not sure how much of a pain in the ass it would be, but i know I would prefer it downloading while im playing rather than wait an even larger amount of time afterwards.
