
Subject: Re: Map Autodownloader question.

Posted by [EvilWhiteDragon](#) on Wed, 22 Apr 2009 21:33:31 GMT

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andr3w282 wrote on Wed, 22 April 2009 23:02BlueThen wrote on Wed, 22 April 2009 15:12Yea...
I have a feeling that running a download in the background while your playing a game could be laggy.

andr3w282 wrote on Tue, 21 April 2009 18:43 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

...

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.

Perhaps TT is trying to improve the netcode aswell? So perhaps that it could use more bandwidth.

Besides that, how would we determine the bandwidth of the person? That's not really easy to do, and certainly not to do correctly.
