
Subject: Re: TT downloader

Posted by [zunnie](#) on Tue, 26 Apr 2011 14:57:33 GMT

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EvilWhiteDragon wrote on Sat, 05 February 2011 06:27 It should work with any webhost, so if say game-maps.net has the .mix or whatever uncompressed on their webserver, the game will download it. Either way, whether you download from the server or from a different server doesn't matter as it will need a separate process (like apache) to be made available, which means it will take none of the (singlethreaded) renegade thread.

I will update game-maps with a public ttf's filesystem with the files for all of the custom maps that renegade has to offer.

People can contact me if they want their maps added.

For example the location will be <http://ren.game-maps.net/ttfs> or on

<http://downloads.cncfps.com/ttfs>

people would enter that location in their config files and the rest comes naturally

edit: I uploaded all files from ubermappack now to this ttf's repository.

For those curious about the downloader, you can always try Red Alert A Path Beyond Gamma (download on <http://apathbeyond.com>) which has the system in place already.

File Attachments

1) [Screenshot.2.png](#), downloaded 826 times

Resource

Repository URL: <http://zunnie.net/apb/Gamma/tt>

Downloaded size: 2.78 MB

Total size: 16.65 MB

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