
Subject: New Renegade maps with a patch?

Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 21:35:16 GMT

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So, while I know that City2 will be a new map, I was thinking, why not a few more? There's plenty of already modeled maps that never officially made it in, but were re-made as fanmaps. Maps like snow, sand, gobi, and etc.

These were interesting maps, so I'd definitely like to see them in as a patch. Perhaps not ALL of them, but a few atleast to spice it up a bit more than just one map.

And, although it may be a stretch, perhaps new game modes eventually like Westwood intended? Capture the Mobius, Sole Survivor, and etc would be interesting to see officially.

Subject: Re: New Renegade maps with a patch?

Posted by [Goztow](#) on Sat, 21 Jun 2008 21:36:47 GMT

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The new patch will introduce an auto download feature. I think it's better to limit the amount of new maps in the original patch and then have people download maps depending on the server they go on, no? It will also allow people still playing on 56k or 256k to download the main patch rapidly!

Subject: Re: New Renegade maps with a patch?

Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 21:38:31 GMT

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That's true I suppose, I hope then that an auto-download feature won't be a major hinderence then to server owners (Some guy downloading a map wouldn't take up 50% of the bandwidth, etc).

Subject: Re: New Renegade maps with a patch?

Posted by [Jamie or NuneGa](#) on Sat, 21 Jun 2008 21:53:29 GMT

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the auto download on maps should be easy to pause and resume etc...

some of the larger maps are 100 mb and with my connection that would take hours to download.

Subject: Re: New Renegade maps with a patch?

Posted by [danpaul88](#) on Sat, 21 Jun 2008 21:55:52 GMT

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Map files are uncompressed, so I suspect some form of compression will be used to reduce the amount of data that needs downloading. This is just my assumption though, so don't take it as gospel.

Subject: Re: New Renegade maps with a patch?
Posted by [_SSnipe_](#) on Sat, 21 Jun 2008 22:25:08 GMT
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i say yes add more maps to add....the good ones without glitches

Subject: Re: New Renegade maps with a patch?
Posted by [EvilWhiteDragon](#) on Sat, 21 Jun 2008 23:08:55 GMT
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This will most likely not be done in the patch, as the autodownloader will provide a way to get new maps, and play them. We don't want a huge patch that might fail to pass EA QA

Subject: Re: New Renegade maps with a patch?
Posted by [Veyrdite](#) on Sun, 22 Jun 2008 07:11:20 GMT
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EvilWhiteDragon wrote on Sun, 22 June 2008 09:08 This will most likely not be done in the patch, as the autodownloader will provide a way to get new maps, and play them. We don't want a huge patch that might fail to pass EA QA

Compression of the map files is really efficient, and the time it would take to download and decompress a zipped file will be a lot faster than downloading the raw file on average connections.

I think you may be able to persuade the 7-zip team to allow you to use their algorithms if you try.

Subject: Re: New Renegade maps with a patch?
Posted by [Ghostshaw](#) on Sun, 22 Jun 2008 08:55:51 GMT
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As it is now the map downloading is set up in such a way that the maps don't necessarily have to be downloaded of the same server as the FDS is running on.

Subject: Re: New Renegade maps with a patch?
Posted by [Veyrdite](#) on Sun, 22 Jun 2008 09:14:43 GMT
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Ghostshaw wrote on Sun, 22 June 2008 18:55As it is now the map downloading is set up in such a way that the maps don't necessarily have to be downloaded of the same server as the FDS is running on.

Peer-to-peer?

Subject: Re: New Renegade maps with a patch?

Posted by [EvilWhiteDragon](#) on Sun, 22 Jun 2008 09:19:29 GMT

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Dthdealer wrote on Sun, 22 June 2008 11:14Ghostshaw wrote on Sun, 22 June 2008 18:55As it is now the map downloading is set up in such a way that the maps don't necessarily have to be downloaded of the same server as the FDS is running on.

Peer-to-peer?

no,

the server can specify the location where from to download the map.

Subject: Re: New Renegade maps with a patch?

Posted by [IronWarrior](#) on Sun, 22 Jun 2008 13:53:03 GMT

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How you gonna get around the fact that Renegade needs to be restarted for new maps?

Also with auto-downloading of maps, can this also work for skins?

Subject: Re: New Renegade maps with a patch?

Posted by [Yrr](#) on Sun, 22 Jun 2008 14:05:15 GMT

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IronWarrior wrote on Sun, 22 June 2008 15:53How you gonna get around the fact that Renegade needs to be restarted for new maps?

Peanuts. Resurrection already allows that.

Subject: Re: New Renegade maps with a patch?

Posted by [Sn1per74*](#) on Sun, 22 Jun 2008 17:24:05 GMT

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I liked Oblivion's idea of having a separate download location to download maps from. You click on a server of a map you don't have and you are redirected to the download location, you download the map, then join the server. That way you wouldn't be taking up the servers bandwidth and there will be no lag because of the person downloading.

Subject: Re: New Renegade maps with a patch?
Posted by [StealthEye](#) on Sun, 22 Jun 2008 17:43:51 GMT
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That's in short how it will work, indeed.

Subject: Re: New Renegade maps with a patch?
Posted by [Creed3020](#) on Sun, 22 Jun 2008 21:42:08 GMT
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I like what I am hearing. If this is all successful I will finally be able to expand the map rotation on a more permanent basis.

Great feature and must for this patch. This one is a must have.

Subject: Re: New Renegade maps with a patch?
Posted by [mrÄÃ\\$Ä-z](#) on Sun, 22 Jun 2008 21:43:57 GMT
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i would suggest some DM maps like "DM_Yodler" by DeathLink!

Subject: Re: New Renegade maps with a patch?
Posted by [Muad Dib15](#) on Mon, 23 Jun 2008 00:36:20 GMT
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Please implement this in Reborn since there are so many fan maps. hint hint reborn(the coder)

Subject: Re: New Renegade maps with a patch?
Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:43:54 GMT
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Muad Dib15 wrote on Sun, 22 June 2008 19:36Please implement this in Reborn since there are so many fan maps. hint hint reborn(the coder)

...

Protip: That's a scripts 4.0 feature, Reborn (the mod) will definitely be using scripts 4.0
