
Subject: Auto-downloader.. How much control does it have..?

Posted by [Ryu](#) on Thu, 28 Aug 2008 11:18:52 GMT

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Don't get me wrong, shit's great for maps and texture tweaks...

But umm.. Custom sounds..? don't get me wrong.. if you like being annoyed the fuck out of with custom sounds, that's cool by me.. But is there a possibility to disable them client side?

I really don't want to waste disk space, and have my music interrupted by sounds I really don't want.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [StealthEye](#) on Thu, 28 Aug 2008 11:26:12 GMT

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The solution is to really not play on servers who have them then. There is no reasonable way for us to disable annoying sounds on custom maps.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Ryu](#) on Thu, 28 Aug 2008 14:18:58 GMT

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StealthEye wrote on Thu, 28 August 2008 12:26The solution is to really not play on servers who have them then. There is no reasonable way for us to disable annoying sounds on custom maps.

not sounds on custom maps, sounds played such as "Boom headshot" when you get a headshot, etc.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Ghostshaw](#) on Thu, 28 Aug 2008 14:36:27 GMT

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What part of "map" don't you understand? It will never download anything that applies globally.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Craziac](#) on Thu, 28 Aug 2008 23:26:52 GMT

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I know that BR likes to play sounds when you type certain things. That's why I generally don't play on servers with BR. You get someone spamming "gg" or "wasted" over and over, and you just get fed up with it.

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [GEORGE ZIMMER](#) on Thu, 28 Aug 2008 23:27:52 GMT
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AFAIK, those sounds are pre-made into Renegade, just never really used. Hooray for completed production...

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [XCorrupt69](#) on Fri, 29 Aug 2008 04:43:09 GMT
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Stewie wrote on Thu, 28 August 2008 19:26 I know that BR likes to play sounds when you type certain things. That's why I generally don't play on servers with BR. You get someone spamming "gg" or "wasted" over and over, and you just get fed up with it.

Thats built into NR, versus an additional plugin in BR so...

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [Goztow](#) on Fri, 29 Aug 2008 06:29:56 GMT
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It's a plugin indd. It's up to the server owners to enable it.

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [Ryu](#) on Fri, 29 Aug 2008 07:31:26 GMT
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Ghostshaw wrote on Thu, 28 August 2008 15:36 What part of "map" don't you understand? It will never download anything that applies globally.

ok you're now confusing me.

I'm talking about stuff like.. I'm sure you've played counter-strike and Source mm'kay? When joining a server sometimes it will make you download custom sounds (Which thankfully you can disable on Source games), And basically.. that is what I'm talking about, so is there any chance you can disable the sounds being downloaded onto your pc client side?

Hope this is making more sense, if not I give up.

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [StealthEye](#) on Fri, 29 Aug 2008 07:40:17 GMT
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It will download a .mix archive with the map. Although it's possible to include custom sounds in a map it's not common practice. It's up to the map makers not to put annoying sounds in the maps. Then it's up to the server owners to not use bad maps (annoying sounds). And it's up to you to chose a server that choses maps you like and which does not have sounds.

So basically, at the moment it's technically possible to have custom sounds in a custom map, but I see no reason to be afraid of custom sounds becoming popular.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Goztow](#) on Fri, 29 Aug 2008 07:50:22 GMT

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The same counts for custom skins. A map maker could make all snipers bright green ...

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Ryu](#) on Fri, 29 Aug 2008 10:41:56 GMT

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I'm not talking about custom maps WITH custom sounds, I'm talking about sounds, and sounds alone, being downloaded onto your computer.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Goztow](#) on Fri, 29 Aug 2008 10:47:30 GMT

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Only mix-files will be downloaded, so it seems. This means that if a server owner wants to change custom sounds in standard maps, he'll need to edit every standard map, name then complex2.mix, field2.mix, ... and you'll download all these files before entering the server.

A question I got: will the downloader delete all files you downloaded when you leave the server? If not, what if two servers have maps with the same name that have different content or if a server made an update of a map? Will it detect this and overwrite the old one?

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Cabal X39](#) on Fri, 29 Aug 2008 10:53:42 GMT

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Quote: name then complex2.mix, field2.mix

Well, what if there are two people that have Complex2.mix made for their server. What is gonna happen?

Well, i think that they need to make it "C&C_Complex_<creatornick> "

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [StealthEye](#) on Fri, 29 Aug 2008 11:29:57 GMT

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It's not name based, it's hash based. Multiple files with the same name should not give any problems at all.

Downloaded files will be cached somehow. The details are not yet known, but the idea is to have some kind of cache limit and it removes old stuff from the cache. There would be some possibility to save a downloaded file permanently though.

For now, only maps will be downloadable. Exactly as Gozy said, adding custom sounds is only possible by cloning the originals and changing the maps to have different sounds.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [mr£Ä\\$Ä-z](#) on Fri, 29 Aug 2008 12:44:56 GMT

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Can i add new vehicles, weapons etc. to my server without that they need to redownload a standard map ? because i want to use the sidebar and add new vehicles to the menu.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Goztow](#) on Fri, 29 Aug 2008 13:12:07 GMT

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madrackz wrote on Fri, 29 August 2008 14:44 Can i add new vehicles, weapons etc. to my server without that

they need to redownload a standard map ? because i want to use the sidebar and add new vehicles to the menu.

It'll be just the same as with sounds: they'll have to redownload all your maps.

It's the best way to make sure there ain't too much trash handed out, I suppose.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [XCorrupt69](#) on Fri, 29 Aug 2008 13:14:36 GMT

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StealthEye wrote on Fri, 29 August 2008 07:29 It's not name based, it's hash based. Multiple files with the same name should not give any problems at all.

Downloaded files will be cached somehow. The details are not yet known, but the idea is to have some kind of cache limit and it removes old stuff from the cache. There would be some possibility to save a downloaded file permanently though.

For now, only maps will be downloadable. Exactly as Gozy said, adding custom sounds is only possible by cloning the originals and changing the maps to have different sounds.

What about renaming them to original sound file names, so it plays it, but it wouldn't be the same sound?

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Goztow](#) on Fri, 29 Aug 2008 13:15:43 GMT

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As the sound is IN the .mix, I suppose it would only work for that map.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [XCorrupt69](#) on Fri, 29 Aug 2008 13:20:47 GMT

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Goztow wrote on Fri, 29 August 2008 09:15As the sound is IN the .mix, I suppose it would only work for that map.

Well, like most things, the original "stock" sounds are actually in the strings/always/2 files, and by putting a sound with the same name byitself in the data folder, will tell the client to then play that instead, but yes certain maps have additional sounds, but the ones everyones talking about (moo, gg, owned, etc and even a new BOOM HEADSHOT one), won't have to mapped based.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [StealthEye](#) on Fri, 29 Aug 2008 15:01:48 GMT

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The files will not end up in the data folder at all. I don't see what's unclear about what I said, but it's simple as this: the custom sounds (any custom things) are only available in the map that was downloaded. As soon as you play another map, you won't notice anything about the map you downloaded earlier.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [nope.avi](#) on Fri, 29 Aug 2008 15:11:00 GMT

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What about custom skins? For example in some servers in cs:s, Admins will get custom skins with ADMIN in big bold letters on the backside and frontside, and donaters and such will get too choose from a set of skins.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [StealthEye](#) on Fri, 29 Aug 2008 16:20:05 GMT

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You mean different per player? That's not straightforward to do, even with the auto map downloader.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Lone0001](#) on Sat, 30 Aug 2008 00:43:42 GMT

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XCorrupt69 wrote on Fri, 29 August 2008 00:43Stewie wrote on Thu, 28 August 2008 19:26I know that BR likes to play sounds when you type certain things. That's why I generally don't play on servers with BR. You get someone spamming "gg" or "wasted" over and over, and you just get fed up with it.

Thats built into NR, versus an additional plugin in BR so...

Actually if I remember correctly it is added to NR with a plugin(made by PSUfan) also(unless it's included now, which I don't think it is).

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Ryu](#) on Sat, 30 Aug 2008 04:04:39 GMT

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ok now I understand what you guys were talking about, so the auto-downloader only downloads maps? Sexy.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [MGamer](#) on Mon, 01 Sep 2008 06:31:14 GMT

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it is going to be like in the steam games? like CSS?

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [rhuarc](#) on Wed, 17 Sep 2008 06:28:32 GMT

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tbh i would think of it more like red alert 2

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [JohnDoe](#) on Wed, 17 Sep 2008 14:07:40 GMT

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Baker wrote on Fri, 29 August 2008 09:11 What about custom skins? For example in some servers in cs:s, Admins will get custom skins with ADMIN in big bold letters on the backside and frontside, and donaters and such will get too choose from a set of skins.

Definitely a top priority when it comes to fixing Renegade!!!1

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [Jerad2142](#) on Wed, 17 Sep 2008 14:18:17 GMT

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StealthEye wrote on Fri, 29 August 2008 05:29 It's not name based, it's hash based. Multiple files with the same name should not give any problems at all.

Downloaded files will be cached somehow. The details are not yet known, but the idea is to have some kind of cache limit and it removes old stuff from the cache. There would be some possibility to save a downloaded file permanently though.

For now, only maps will be downloadable. Exactly as Gozy said, adding custom sounds is only possible by cloning the originals and changing the maps to have different sounds.

It sounds like it would cause a lot of download work for what ever server hosts the maps, I would prefer to have thousands of maps in my data folder, rather than having to wait for the same map to download each time I join the server...

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [nope.avi](#) on Wed, 17 Sep 2008 16:14:13 GMT

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JohnDoe wrote on Wed, 17 September 2008 10:07 Baker wrote on Fri, 29 August 2008 09:11 What about custom skins? For example in some servers in cs:s, Admins will get custom skins with ADMIN in big bold letters on the backside and frontside, and donaters and such will get too choose from a set of skins.

Definitely a top priority when it comes to fixing Renegade!!!1

The wasn't even a suggestion, I was just asking because it'd be pretty awesome, but since you take a negative spin on everything in life I guess that's what I'd expect to hear yeah.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [EvilWhiteDragon](#) on Sat, 20 Sep 2008 22:17:23 GMT

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Jerad Gray wrote on Wed, 17 September 2008 16:18StealthEye wrote on Fri, 29 August 2008 05:29It's not name based, it's hash based. Multiple files with the same name should not give any problems at all.

Downloaded files will be cached somehow. The details are not yet known, but the idea is to have some kind of cache limit and it removes old stuff from the cache. There would be some possibility to save a downloaded file permanently though.

For now, only maps will be downloadable. Exactly as Gozy said, adding custom sounds is only possible by cloning the originals and changing the maps to have different sounds. It sounds like it would cause a lot of download work for what ever server hosts the maps, I would prefer to have thousands of maps in my data folder, rather than having to wait for the same map to download each time I join the server... You would have to download it from the server only once, until the serverowner decides it needs to be changed for any reason.

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [R315r4z0r](#) on Mon, 22 Sep 2008 02:24:21 GMT
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I didn't read any other posts other than the first post so forgive me if this has been suggested.

Perhaps make the auto-downloader have "priority downloads."

For example, every time there is a new update, it would page the player and say "A new <insert update here> is available."

However, depending on the priority of the update, it could be decided upon by the player to download it or not. For example, lets say there is a patch update, this takes priority and must be downloaded. However, for things such as maps and textures, they should be recommended, but not required. As for things such as sounds, they should be "extra" and downloaded by choice of the player.

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [Goztow](#) on Mon, 22 Sep 2008 06:26:46 GMT
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You should have read the rest of the replies.

Subject: Re: Auto-downloader.. How much control does it have..?
Posted by [thrash300](#) on Mon, 06 Oct 2008 23:18:43 GMT
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Ryu wrote on Thu, 28 August 2008 06:18Don't get me wrong, shit's great for maps and texture

tweaks...

But umm.. Custom sounds..? don't get me wrong.. if you like being annoyed the fuck out of with custom sounds, that's cool by me.. But is there a possibility to disable them client side?

I really don't want to waste disk space, and have my music interrupted by sounds I really don't want.

What would the down side of linking the deserted chat rooms of the original renegade lobbys and linking them to I.R.C. chat rooms thought it would be more interesting as you can acctually make the chat rooms used.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [GrimmNL](#) on Tue, 07 Oct 2008 01:21:46 GMT

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what happens when you join a server with a modified 'original' map, like field or walls.

it would download that map right?

then when you join a server with a normal 'original' map will it redownload it?

doing that over and over again as you switch servers?

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [CarrierII](#) on Tue, 07 Oct 2008 08:18:58 GMT

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No, the modified map will either not share the same name as the original (EG: C&C_Field_Mod.mix) or the mods will be serverside and you won't download anything...

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [saberhawk](#) on Tue, 07 Oct 2008 08:30:26 GMT

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CarrierII wrote on Tue, 07 October 2008 03:18No, the modified map will either not share the same name as the original (EG: C&C_Field_Mod.mix) or the mods will be serverside and you won't download anything...

The filename is unimportant, the version of the map loaded depends on the contents.

Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [StealthEye](#) on Tue, 07 Oct 2008 10:58:07 GMT

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The auto map downloader will probably hash the files rather than rely on the name. If you play on a modified server, you will download the modified map once. After you played there once, you will not need to download the same modifications again. The default map is also still available, so you will not need to download that again either.
