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Subject: Map Autodownloader question.

Posted by [YazooGang](#) on Sun, 19 Apr 2009 03:59:30 GMT

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Ok, i wondered.

So, when i want to join someones server and i dont have that map, the auto map downloader will download it for me. Fine. But, will it download from the users computer or from a map data base. Like, read the map name and goto a hosting server, get the map and download it...

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Subject: Re: Map Autodownloader question.

Posted by [EvilWhiteDragon](#) on Sun, 19 Apr 2009 09:10:25 GMT

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The idea is that you can specify a http location from where the map can be downloaded.

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Subject: Re: Map Autodownloader question.

Posted by [Rocky](#) on Sun, 19 Apr 2009 09:35:04 GMT

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EvilWhiteDragon wrote on Sun, 19 April 2009 04:10The idea is that you can specify a http location from where the map can be downloaded.

so this would mean, if a server owner doesn't have a http location (or don't want to configure/activate it) where users can download the map, i can't join this server without having the map?

how can a user identify servers who use this autodownloader and servers who don't use it? usually i can't join a server which runs a map i don't have.

whats happens if i join a server which runs a map i have, but in the rotation are maps i don't have. will they be downloaded when i join the server or when the map will be switched?

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Subject: Re: Map Autodownloader question.

Posted by [Ghostshaw](#) on Sun, 19 Apr 2009 10:03:50 GMT

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I think all servers should be able to get a http location. Heck they can even share one since the full URL can be specified. I really don't think that will be a big issue.

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Subject: Re: Map Autodownloader question.

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Posted by [RTsa](#) on Sun, 19 Apr 2009 15:08:08 GMT

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BTW, here's a suggestion: let the server owners also specify secondary download URLs. In case the first one doesn't work.

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Subject: Re: Map Autodownloader question.

Posted by [Goztow](#) on Sun, 19 Apr 2009 15:15:53 GMT

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RTsa wrote on Sun, 19 April 2009 17:08BTW, here's a suggestion: let the server owners also specify secondary download URLs. In case the first one doesn't work.

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Subject: Re: Map Autodownloader question.

Posted by [Veyrdite](#) on Mon, 20 Apr 2009 06:13:45 GMT

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Goztow wrote on Mon, 20 April 2009 01:15RTsa wrote on Sun, 19 April 2009 17:08BTW, here's a suggestion: let the server owners also specify secondary download URLs. In case the first one doesn't work.

2

^3 - Mirrors would be a great feature.

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Subject: Re: Map Autodownloader question.

Posted by [crysis992](#) on Mon, 20 Apr 2009 10:46:05 GMT

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Its maybe a stupid question, but whats with the someone that have bad internet? like me?  
i can max download with 40 KB/sec  
If i dont have the map it takes 20 min for me to download the map that i dont have lol.

And for that reason i cant play Counterstrike too.

If i want to join a cs server it download the map and if the download are finished the map is over lol and its start to download the next map

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Subject: Re: Map Autodownloader question.

Posted by [StealthEye](#) on Mon, 20 Apr 2009 10:48:12 GMT

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Then you have it for the next time the map is downloaded. Nah, in that case you should either download the maps you like / that are used on the server you like beforehand, or you should just

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play on servers with only original WW maps.

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Subject: Re: Map Autodownloader question.  
Posted by [Veyrdite](#) on Mon, 20 Apr 2009 11:18:24 GMT  
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crysis992 wrote on Mon, 20 April 2009 20:46Its maybe a stupid question, but whats with the someone that have bad internet? like me?  
i can max download with 40 KB/sec  
If i dont have the map it takes 20 min for me to download the map that i dont have lol.

And for that reason i cant play Counterstrike too.  
If i want to join a cs server it download the map and if the download are finished the map is over lol and its start to download the next map  
Assultcube - works without lag on a 56k modem, and so should still be fine on a 40k connection.

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Subject: Re: Map Autodownloader question.  
Posted by [dr3w2](#) on Tue, 21 Apr 2009 21:02:14 GMT  
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I have a quick question, what happens when a user connects and begins to download a map, and then the server map ends? Download will be cancelled and begin the next map check or continued until it is complete?

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Subject: Re: Map Autodownloader question.  
Posted by [StealthEye](#) on Tue, 21 Apr 2009 22:16:26 GMT  
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Depends on how easy/hard things are... What I'd like to see is that it would pause the download and start the next ones, and continue where it was when it ever needs those files again... That part is being worked on currently though, so I can't say exactly how it will work yet. If you have brilliant ideas about this, feel free to share them.

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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 throttled 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.

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Subject: Re: Map Autodownloader question.  
Posted by [RTsa](#) on Wed, 22 Apr 2009 04:44:54 GMT  
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andr3w282 wrote on Wed, 22 April 2009 02:43Not 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.Support.

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Subject: Re: Map Autodownloader question.  
Posted by [StealthEye](#) on Wed, 22 Apr 2009 12:50:49 GMT  
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We're focusing to get it done between games for now because it's easier. When that is working we will look into background downloading and see how much extra work it is to implement that.

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Subject: Re: Map Autodownloader question.  
Posted by [dr3w2](#) on Wed, 22 Apr 2009 14:46:37 GMT  
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StealthEye wrote on Wed, 22 April 2009 07:50We're focusing to get it done between games for now because it's easier. When that is working we will look into background downloading and see how much extra work it is to implement that.

kk cool. Yeah i figure doing it in the background would be a lot more complex but it would be pretty sweet

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Subject: Re: Map Autodownloader question.  
Posted by [Genesis2001](#) on Wed, 22 Apr 2009 14:55:57 GMT  
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andr3w282 wrote on Wed, 22 April 2009 07:46StealthEye wrote on Wed, 22 April 2009 07:50We're focusing to get it done between games for now because it's easier. When that is working we will look into background downloading and see how much extra work it is to implement that.

kk cool. Yeah i figure doing it in the background would be a lot more complex but it would be pretty sweet

and it would make more sense. I too was wondering the same thing as you had mentioned in your post.

I vote the background thingie/downloader/etc

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Subject: Re: Map Autodownloader question.  
Posted by [EvilWhiteDragon](#) on Wed, 22 Apr 2009 17:20:16 GMT  
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Zack wrote on Wed, 22 April 2009 16:55andr3w282 wrote on Wed, 22 April 2009 07:46StealthEye wrote on Wed, 22 April 2009 07:50We're focusing to get it done between games for now because it's easier. When that is working we will look into background downloading and see how much extra work it is to implement that.

kk cool. Yeah i figure doing it in the background would be a lot more complex but it would be pretty sweet

and it would make more sense. I too was wondering the same thing as you had mentioned in your post.

I vote the background thingie/downloader/etc

Also cretes more possible lag when on a limited connection or slow computer. So I think it's save to say that it is better to leave it for now.

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Subject: Re: Map Autodownloader question.  
Posted by [BlueThen](#) on Wed, 22 Apr 2009 20:12:46 GMT  
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Yea... I have a feeling that running a download in the background while your playing a game could be laggy.

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Subject: Re: Map Autodownloader question.  
Posted by [dr3w2](#) on Wed, 22 Apr 2009 21:02:57 GMT  
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BlueThen 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.

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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.

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Subject: Re: Map Autodownloader question.  
Posted by [StealthEye](#) on Wed, 22 Apr 2009 22:29:28 GMT  
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You can have the user set up the max speed they want to download in the background, and it's their fault if they set it too high then. But like I said: it will be looked into when we got something working.

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Subject: Re: Map Autodownloader question.  
Posted by [dr3w2](#) on Wed, 22 Apr 2009 22:32:24 GMT  
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EvilWhiteDragon wrote on Wed, 22 April 2009 16:33\*Perhaps\* TT is trying to improve the netcode aswell? So perhaps that it could use more bandwidth.

andr3w282 wrote on Tue, 21 April 2009 18:43 but the netcode itself (which im sure you guys will have probably improved )

EvilWhiteDragon wrote on Wed, 22 April 2009 16:33  
Besides that, how would we determine the bandwidth of the person? That's not really easy to do, and certainly not to do correctly.  
andr3w282 wrote on Tue, 21 April 2009 18:43What if you throttled the download of a map DURING a game (user specified even?).

Shit im starting to feel like spoony with the quoting

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Subject: Re: Map Autodownloader question.  
Posted by [pvtschlag](#) on Thu, 23 Apr 2009 01:36:33 GMT  
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If you do ever add background downloading, one thing you could do with it is to have the next map in the rotation start downloading during the current game so that the player probably wont have to wait at all. That is if they joined the server when it was on a map they already had.

As far as the speed, just have it user controlled but off by default, and if it was still set to off when it tries to download in the background just make it display a notification to the player asking them to set it or leave it off. Probably along with a warning that setting it too high will make you lag.

Another question. When you start downloading the map is your spot in the server saved for you? Or will you be unable to join when it finishes if somebody joined and filled up the server while you were downloading the map?

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Subject: Re: Map Autodownloader question.

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Posted by [StealthEye](#) on Thu, 23 Apr 2009 08:57:48 GMT

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Well, that's what the background loading would be for, right? I don't see another use for background downloading..

About the player spot: it is probably reserved, since you will be connected to the server while the map is downloading. Parts of this are still being implemented though (to avoid problems having players connected but not playing), so it might change, but it will most likely save your spot.

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Subject: Re: Map Autodownloader question.

Posted by [RTsa](#) on Thu, 23 Apr 2009 10:26:18 GMT

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StealthEye wrote on Thu, 23 April 2009 11:57Well, that's what the background loading would be for, right? I don't see another use for background downloading..

About the player spot: it is probably reserved, since you will be connected to the server while the map is downloading. Parts of this are still being implemented though (to avoid problems having players connected but not playing), so it might change, but it will most likely save your spot. Yeah, I don't want to see a fanmap starting only to find myself playing against 10 players alone because my 9 teammates are all loading the map.

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