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Subject: Fan map checking in Renguard  
Posted by [Battousai](#) on Thu, 30 Oct 2003 07:16:28 GMT  
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this has nothing to do with blocking cheaters but...

Is it possible to also make renguard check if the client is missing any of the maps in rotation on the server? and send a message to the client informing them? and possibly direct them to a site with the map so they can download it?

this would help on servers that play a lot of fan maps and empty out when the fan map begins

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Subject: Fan map checking in Renguard  
Posted by [Crimson](#) on Thu, 30 Oct 2003 11:45:14 GMT  
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Yes, this is possible and I believe planned.

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Subject: Fan map checking in Renguard  
Posted by [NHJ BV](#) on Thu, 30 Oct 2003 13:28:44 GMT  
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Good, sounds useful.

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Subject: That would be great  
Posted by [ohnou812](#) on Tue, 09 Dec 2003 16:02:24 GMT  
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That would be great!

I have tried to run some fan maps and have since taken them all off due to the server emptying when the map comes up. I have even posted instructions on what to do and where to get the maps and the server still empties?

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Subject: Fan map checking in Renguard  
Posted by [cowmisfit](#) on Tue, 09 Dec 2003 20:20:27 GMT  
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would it be possible to make it were instead of having to go on the internet and downloading maps off internet that it would auto download them like on CS????

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Subject: Fan map checking in Renguard  
Posted by [warranto](#) on Tue, 09 Dec 2003 20:34:46 GMT  
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hmmm. a central database of 'pre-approved' maps. Sounds like an interesting idea.

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Subject: Fan map checking in Renguard  
Posted by [IRON FART](#) on Tue, 09 Dec 2003 23:18:48 GMT  
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Auto download won'r work right and will still take a long time. If you are thinking of getting it from the server whos whosting the game itself, then even worse idea because anyone downloading will lag up the game for everyone else.

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Subject: Fan map checking in Renguard  
Posted by [nastym4n](#) on Wed, 10 Dec 2003 03:38:31 GMT  
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warrantohmmm. a central database of 'pre-approved' maps. Sounds like an interesting idea.  
depends whos doing the picking.....

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Subject: Fan map checking in Renguard  
Posted by [Crimson](#) on Wed, 10 Dec 2003 08:09:51 GMT  
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If any auto-download took place, it wouldn't be from the server. It would be from a repository and we would certainly NOT be prejudiced against maps.

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Subject: Fan map checking in Renguard  
Posted by [Scythar](#) on Wed, 10 Dec 2003 08:43:50 GMT  
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And Rene has a bad habit of crashing if you try to play an installed map without restarting Renegade first....

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Subject: Fan map checking in Renguard  
Posted by [Crimson](#) on Wed, 10 Dec 2003 21:51:25 GMT  
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Yes, we're aware of that. We plan to download the maps to some "other" location (like the

RenGuard directory or something) and then instruct you to "restart Renegade to install the maps" at which point they are copied over harmlessly.

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Subject: Fan map checking in Renguard

Posted by [rm5248](#) on Thu, 11 Dec 2003 22:35:38 GMT

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just make it so that a message comes up that says, "You do not have all of the maps that are currently in rotation in the server. Would you like to download these maps now?" because if people are on dial-up it will take them a fr3aking long time to download.

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Subject: Fan map checking in Renguard

Posted by [Aircraftkiller](#) on Fri, 12 Dec 2003 01:55:25 GMT

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CrimsonIf any auto-download took place, it wouldn't be from the server. It would be from a repository and we would certainly NOT be prejudiced against maps.

So long as they don't suck.

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