Subject: Updating levels through the autodownload tool
Posted by Aircraftkiller on Thu, 06 Oct 2011 20:18:33 GMT

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Will this replace the *.THU file that Renegade generates in the Renegade\Client folder? Can someone test and find out? I'm going to be releasing a fixed version of Fjords with some extra balancing and I'd like to know if it will work correctly with the autodownloader if the level is still called C&C_Fjords.mix.

Will it overwrite the old data in the TT cache folder? Will anything bad happen, or should I just rename it to FjordsTS and be done with it? If I do that though I'd have to rename all of my W3D files to avoid any "name collision" problems that result in the anti-cheat kicking people out.