

---

Subject: TT downloader

Posted by [crysis992](#) on Wed, 19 Jan 2011 14:51:33 GMT

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Hey,

so it is possible to auto download maps with the tt patch?

Now my question, some servers also my server run a custom sound pack, but the client need to download this pack to hear the sounds. Will it be possible that the tt patch also download the sounds?

Like you put wth.wav in the server data folder and the client download all .wav files before the map loads, like in Counterstrike

,  
crysis992

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Subject: Re: TT downloader

Posted by [Spyder](#) on Wed, 19 Jan 2011 15:39:55 GMT

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I don't think this will work with .wav files if every server starts publishing their custom sound packs like this. Files would have to be overwritten every time you join a server that is using the same filenames as your server is using.

I think it would be better if servers just used a .pkg or .dat archive holding all the files. Then the file will be renamed to, let's say a public key for that server. When a player wants to join the server, the server sends its public key to the client, which then loads all assets belonging to that specific server.

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Subject: Re: TT downloader

Posted by [GEORGE ZIMMER](#) on Wed, 19 Jan 2011 22:52:18 GMT

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A better idea is to just have one map in the rotation that contains all the sound files or something.

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Subject: Re: TT downloader

Posted by [Dover](#) on Wed, 19 Jan 2011 23:37:13 GMT

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"...like in Counterstrike"

Oh god no. I'd rather not have to wait an extra half hour to download a gigabyte in simpsons .wav files (Again. >:|) just because the server owner thinks he's funny.

---

Subject: Re: TT downloader

Posted by [StealthEye](#) on Thu, 20 Jan 2011 00:11:33 GMT

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Quote:I think it would be better if servers just used a .pkg or .dat archive holding all the files. Then the file will be renamed to, let's say a public key for that server. When a player wants to join the server, the server sends its public key to the client, which then loads all assets belonging to that specific server.Yes, it is possible and it works somewhat similar to that, just rather than a kind of server key it uses some kind of package files and corresponding identifiers; multiple servers can use the same package(s) if they want.

It's up to the server owner to decide what he thinks is funny, and it's up to the player to join a server that he thinks has a reasonable configuration.

---

Subject: Re: TT downloader

Posted by [GEORGE ZIMMER](#) on Thu, 20 Jan 2011 00:39:12 GMT

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Wait, is TT going to allow .pkg's to be downloaded? I thought you guys were going to make only .mix's downloadable.

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Subject: Re: TT downloader

Posted by [StealthEye](#) on Thu, 20 Jan 2011 23:10:55 GMT

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Neither. It's something new, to avoid .mix files interfering with each other and to be a little more flexible in downloading.

---

Subject: Re: TT downloader

Posted by [GEORGE ZIMMER](#) on Fri, 21 Jan 2011 02:09:22 GMT

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---

StealthEye wrote on Thu, 20 January 2011 17:10Neither. It's something new, to avoid .mix files interfering with each other and to be a little more flexible in downloading.

Oh hey that's awesome.

So will .pkg mods and such still work?

---

Subject: Re: TT downloader

Posted by [StealthEye](#) on Fri, 21 Jan 2011 12:29:16 GMT

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Yes.

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**Subject: Re: TT downloader**

Posted by [grant89uk](#) on Sat, 05 Feb 2011 00:58:53 GMT

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---

Has the auto map downloader had any sort of stress test lol? Renegade lags already so much as it is nevermind having like 20 people downloading a map from the server at the same time possibly.

---

---

**Subject: Re: TT downloader**

Posted by [danpaul88](#) on Sat, 05 Feb 2011 08:54:01 GMT

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The maps are not downloaded from the server, they are downloaded from a URL, which could be hosted on a different machine to the server itself.

(As I understand it anyway, not really spent that much time setting it up)

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**Subject: Re: TT downloader**

Posted by [EvilWhiteDragon](#) on Sat, 05 Feb 2011 11:27:20 GMT

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It should work with any webhost, so if say game-maps.net has the .mix or whatever uncompressed on their webserver, the game will download it. Either way, whether you download from the server or from a different server doesn't matter as it will need a separate process (like apache) to be made available, which means it will take none of the (singlethreaded) renegade thread.

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**Subject: Re: TT downloader**

Posted by [Goztow](#) on Sun, 06 Feb 2011 07:39:48 GMT

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What if the url is down?

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**Subject: Re: TT downloader**

Posted by [StealthEye](#) on Sun, 06 Feb 2011 12:54:33 GMT

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Then you won't be able to download the map and either have to play elsewhere or install the

package manually.

---

---

**Subject: Re: TT downloader**

Posted by [Spyder](#) on Sun, 06 Feb 2011 16:17:40 GMT

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StealthEye wrote on Sun, 06 February 2011 13:54Then you won't be able to download the map and either have to play elsewhere or install the package manually.

Or you set up multiple mirror websites hosted by volunteers or communities...

---

---

**Subject: Re: TT downloader**

Posted by [StealthEye](#) on Mon, 07 Feb 2011 00:25:07 GMT

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For simplicity of implementation and configuration, that's not possible. There's only one location per server at which the client will look for packages. Although there's no direct support, there are still tricks to do it, for example it is possible to use HTTP redirects or whatever to get it to download from different locations if the actual HTTP server is not down. Or the server owner can (temporarily) change the repository URL to a different location.

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**Subject: Re: TT downloader**

Posted by [cAmpa](#) on Mon, 07 Feb 2011 00:29:55 GMT

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Kinda the FastDL on CS?

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**Subject: Re: TT downloader**

Posted by [Spyder](#) on Mon, 07 Feb 2011 10:28:26 GMT

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I thought it wouldn't be too difficult to make one main server which holds a list with all mirrors. Then when the client requests a download from the server, it will connect to the main server, request the mirror list and check whether the requested mirror is up and running. If that's not the case, it will check the next mirror on the list.

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**Subject: Re: TT downloader**

Posted by [Goztow](#) on Mon, 07 Feb 2011 14:48:04 GMT

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Until your main server gets DDOS'ed...

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**Subject: Re: TT downloader**

Posted by [Speedy059](#) on Mon, 07 Feb 2011 23:46:05 GMT

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We wouldn't mind hosting this in our CDN, utilizing servers all over the world. 1 URL, and the client will be geo-routed to the closest server to them for the fastest download.

Someone specific can be granted access to the CDN to upload files for the renegade community to download from.

This kind of setup costs nearly \$100,000 but I don't mind giving up some of the CDN for renegade downloads.

---

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**Subject: Re: TT downloader**

Posted by [Spyder](#) on Tue, 08 Feb 2011 08:37:51 GMT

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Speedy059 wrote on Tue, 08 February 2011 00:46We wouldn't mind hosting this in our CDN, utilizing servers all over the world. 1 URL, and the client will be geo-routed to the closest server to them for the fastest download.

Someone specific can be granted access to the CDN to upload files for the renegade community to download from.

This kind of setup costs nearly \$100,000 but I don't mind giving up some of the CDN for renegade downloads.

That would be...EPIC!

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**Subject: Re: TT downloader**

Posted by [EvilWhiteDragon](#) on Tue, 08 Feb 2011 11:19:37 GMT

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Speedy059 wrote on Tue, 08 February 2011 00:46We wouldn't mind hosting this in our CDN, utilizing servers all over the world. 1 URL, and the client will be geo-routed to the closest server to them for the fastest download.

Someone specific can be granted access to the CDN to upload files for the renegade community to download from.

This kind of setup costs nearly \$100,000 but I don't mind giving up some of the CDN for renegade downloads.

Could however prove difficult with different files with the same name. Say NS wants EpicRenMap.mix on the server and Jelly wants EpicRenMap.mix on the server as well, but both changed tiny details without changing the name. Good luck with fixing that...

---

---

**Subject: Re: TT downloader**

Posted by [danpaul88](#) on Tue, 08 Feb 2011 13:43:12 GMT

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Yes and for those servers they would have to host their own package server, but for servers which just want to run unmodified fanmaps or CP1 / CP2 maps then it would work great.

---

---

**Subject: Re: TT downloader**

Posted by [EvilWhiteDragon](#) on Tue, 08 Feb 2011 14:33:08 GMT

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danpaul88 wrote on Tue, 08 February 2011 14:43Yes and for those servers they would have to host their own package server, but for servers which just want to run unmodified fanmaps or CP1 / CP2 maps then it would work great.

True, but I'm saying is that while it's not bad to have such server network available, it's also a kind of overkill and it doesn't solve all difficulties.

---

---

**Subject: Re: TT downloader**

Posted by [StealthEye](#) on Tue, 08 Feb 2011 16:29:12 GMT

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File names wouldn't be likely to cause problems, since files get stored based on file hashes.

A CDN would be cool. If it works transparently with HTTP it can be used easily.

---

---

**Subject: Re: TT downloader**

Posted by [Speedy059](#) on Wed, 09 Feb 2011 02:59:19 GMT

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EvilWhiteDragon wrote on Tue, 08 February 2011 06:19

Could however prove difficult with different files with the same name. Say NS wants EpicRenMap.mix on the server and Jelly wants EpicRenMap.mix on the server as well, but both changed tiny details without changing the name. Good luck with fixing that...

Then that is a problem that people will experience no matter how the files are hosted. Can't really get around that unless you match file sizes or something. There should be a system in place where people can upload maps to the CDN through a website, and have a PHP script manage what maps are being uploaded to the CDN and ensure there isn't duplicate names being

uploaded. Then with the TT Downloader perhaps it can look at the size of the clients' map and compare it to the size that is stored on the CDN/website. If it's different, just download it.

---

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**Subject: Re: TT downloader**

**Posted by [Speedy059](#) on Wed, 09 Feb 2011 03:01:03 GMT**

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StealthEye wrote on Tue, 08 February 2011 11:29 File names wouldn't be likely to cause problems, since files get stored based on file hashes.

A CDN would be cool. If it works transparently with HTTP it can be used easily.

Yes it works with HTTP. Everything can be accessed at

<http://ttdownloader.domain.com/somedumbmap.mix>

---

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**Subject: Re: TT downloader**

**Posted by [zunnie](#) on Tue, 26 Apr 2011 14:57:33 GMT**

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EvilWhiteDragon wrote on Sat, 05 February 2011 06:27 It should work with any webhost, so if say game-maps.net has the .mix or whatever uncompressed on their webserver, the game will download it. Either way, whether you download from the server or from a different server doesn't matter as it will need a separate process (like apache) to be made available, which means it will take none of the (singlethreaded) renegade thread.

I will update game-maps with a public ttfs filesystem with the files for all of the custom maps that renegade has to offer.

People can contact me if they want their maps added.

For example the location will be <http://ren.game-maps.net/ttfs> or on

<http://downloads.cncfps.com/ttfs>

people would enter that location in their config files and the rest comes naturally

\*edit\*: I uploaded all files from ubermappack now to this ttfs repository.

For those curious about the downloader, you can always try Red Alert A Path Beyond Gamma ( download on <http://apathbeyond.com> ) which has the system in place already.

---

## File Attachments

1) [Screenshot.2.png](#), downloaded 744 times

# Resource

Repository URL: <http://zunnie.net/apb/Gamma/tt>

Downloaded size: 2.78 MB

Total size: 16.65 MB

Quit

Subject: Re: TT downloader

Posted by [Omar007](#) on Tue, 26 Apr 2011 17:34:37 GMT

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---

Haven't played APB yet (D:) but that looks freaking great

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Subject: Re: TT downloader

Posted by [NACHO-ARG](#) on Tue, 26 Apr 2011 23:38:22 GMT

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wen i try to join to some coop server of GAMA and start the download of the mod/map after a few minutes it crashes, any idea?

---

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Subject: Re: TT downloader

Posted by [zunnie](#) on Wed, 27 Apr 2011 04:16:01 GMT

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NACHO-ARG wrote on Tue, 26 April 2011 19:38wen i try to join to some coop server of GAMA and start the download of the mod/map after a few minutes it crashes, any idea?  
Try delete your ttf's folder and reconnect to the server.

---

---

Subject: Re: TT downloader

Posted by [iRANian](#) on Wed, 27 Apr 2011 06:24:30 GMT

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---

the dling the maps off your server and then loading them went really smooth

if you place the whole ubermappack in the ttf's, does it mean ALL the maps get downloaded?

---

---

Subject: Re: TT downloader

Posted by [danpaul88](#) on Wed, 27 Apr 2011 06:33:49 GMT

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---

iRANian wrote on Wed, 27 April 2011 07:24if you place the whole ubermappack in the ttf's, does it mean ALL the maps get downloaded?

It will only download the maps you need for the server you are joining. So if you join a server with 3 fanmaps, it will download those 3 fanmaps.

---

---

Subject: Re: TT downloader

Posted by [zunnie](#) on Wed, 27 Apr 2011 06:58:25 GMT

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Not to get confused:

Your client will download maps on demand. So only the map the server is currently running will be downloaded when you join.

When the next custom map is loaded, then your client will download that one as well. It will not download all 3 custom maps when you first join the server.

I think that should be clear now

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**Subject: Re: TT downloader**

Posted by [EvilWhiteDragon](#) on Wed, 27 Apr 2011 07:19:53 GMT

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zunnie wrote on Wed, 27 April 2011 06:16NACHO-ARG wrote on Tue, 26 April 2011 19:38wen i try to join to some coop server of GAMA and start the download of the mod/map after a few minutes it crashes, any idea?

Try delete your ttfs folder and reconnect to the server.

The TTFS isn't meant to be used like that. It's a filesystem with maps you needed to play on a server.

Creating a TTFS with the ubermappack in it is a waste of space for clients, as you can just as easily download them on demand. The only reason why one would want this is because he got a VERY slow connection, and this way he wouldn't have to wait in game.

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**Subject: Re: TT downloader**

Posted by [iRANian](#) on Wed, 27 Apr 2011 14:26:34 GMT

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thanks for clarifying

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**Subject: Re: TT downloader**

Posted by [NACHO-ARG](#) on Wed, 27 Apr 2011 16:17:22 GMT

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---

i delete the ttfs folder and try again to join, still crashes.

any fix for this issue?

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**Subject: Re: TT downloader**  
Posted by [halo2pac](#) on Thu, 28 Apr 2011 03:46:55 GMT  
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Yes, stop running ubuntu.

(unless that's just a skin.)

---

---

**Subject: Re: TT downloader**  
Posted by [NACHO-ARG](#) on Thu, 28 Apr 2011 06:37:53 GMT  
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it just a skin for win xp

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**Subject: Re: TT downloader**  
Posted by [iRANian](#) on Thu, 28 Apr 2011 14:09:08 GMT  
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I've had the pure virtual function call triggered happen on me a few times too while playing APB, but not during the resource downloading.

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