

ET: Legacy Development - Feature #256

prevent map loading that contains .campaign files on connect

17.03.2013 22:16 - Harlekin

Status:	Feedback	% Done:	100%
Priority:	Low		
Assignee:			
Category:	Server		
Target version:	2.78		
OS:		Arch:	
Description			
would be nice to have a option that prevent the upload of map.pk3 files that contain .campaign files and are not running at the moment.			

Associated revisions

Revision c8ef0a52 - 16.10.2018 14:53 - IR4T4

qcommon: do no longer reference pk3s with campaign files when gametype is not campaign style refs #256

Notes:

- Dedicated server admins have to do an additional restart when switching to gametype 4 on the fly. Otherwise a required pk3 containing a campaign file is not referenced on first map/game (only!).
- The CS for online games is shorter on average
- This change is preventing clients to download maps with .campaign files on connect

History

#1 - 18.03.2013 11:00 - IR4T4

- Category set to Mod CGAME
- Target version set to 2.71rc2

#2 - 26.04.2013 10:14 - IR4T4

- Target version changed from 2.71rc2 to 2.78

#3 - 24.05.2017 22:17 - Mateos

Would it be a good idea to just skip the download of files containing a .campaign file, excepted if the file is necessary (current map, file in mod folder)?

In old days some mappers were putting this file in their map package to force people downloading it; this is kind of a bad practice

Also, if the server admin wants a package to be downloaded, why not just put the file in the mod folder instead of bloating the file and etmain?

#4 - 25.05.2017 11:33 - IR4T4

Isn't this a chicken egg problem? How to analyze a file which isn't locally available?

#5 - 25.05.2017 11:43 - Mateos

The file is one or several PK3 files in the etmain of the server, right? If they are downloaded, they exist ^^' Or I don't get it?

#6 - 16.10.2018 13:36 - IR4T4

- *Category changed from Mod CGAME to Server*

- *Target version changed from 2.78 to 2.76*

- *% Done changed from 0 to 50*

#7 - 16.10.2018 13:37 - IR4T4

- *Status changed from New to In Progress*

#8 - 16.10.2018 17:54 - IR4T4

- *Status changed from In Progress to Feedback*

- *Target version changed from 2.76 to 2.78*

- *% Done changed from 50 to 100*