CSS Autoupdate Algorithm

1. Client Requests access to a Lobby (ID)
2. Server Responds with a list of protected files and their valid hashes, as well as as an index of all required files.

<!-- pseudo-hashfile example -->

<files>

<file>

<id>1</id>

<name>Allegiance.exe</name>

<hash>315535325326523632</hash>

<version>0.0.0.1</version>

<isprotected>1</isprotected>

</file>

<file>

<id>53</id>

<name>Artwork\fig32.mdl</name>

<version>0.0.0.1</version>

<isprotected>0</isprotected>

</file>

</files>

1. Client compare all files stored locally; if local version < current version add to "Update queue" and skip validation.
2. Any invalid hash is added to update queue.
3. Check if updatequeue is empty, if not, download each file from : autoupdate.alleg.net/files/lobbyid/fileid, and replace the existing file on the machine.
4. If the update queue is empty, client will hash all the protected files and compare with the hashes in retrieved hash list.

