

wcs server

Posted by WhitewolF - 21 Dec 2010 04:10

would appreciate if somebody could look into the extreme lag spikes that make the server reset, i thought maybe it has something to do with the amount of races and abilities?

just a thought, thx 😊

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Re: wcs server

Posted by Pooky - 21 Dec 2010 06:25

WhitewolF wrote:

would appreciate if somebody could look into the extreme lag spikes that make the server reset, i thought maybe it has something to do with the amount of races and abilities?

just a thought, thx 😊

When do you experience lagg spikes ? Was playing on the server yesterday and people were complaining about lagg, when i was running the game without any lagg...

You've noticed that the lagg adds up till it crashes ??

Thanks for telling us mate 😊

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Re: wcs server

Posted by M3ntoz - 21 Dec 2010 08:46

Pooky wrote:

WhitewolF wrote:

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You've noticed that the lagg adds up till it crashes ??

Thanks for telling us mate 😊

sounds like some kind of overflow

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Re: wcs server

Posted by TheBlackWaltz - 21 Dec 2010 08:59

probably pookies coding 😊

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Re: wcs server

Posted by DreamState - 21 Dec 2010 09:36

Could be SM/MM - I'd disable to test.

I'm out this morning, will be around this evening.

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Re: wcs server

Posted by Pooky - 21 Dec 2010 12:50

Don't disable them !! xD

The remarks about lagging were there, before you reinstalled SM & MM mate. It's just the wcs mod which is not running at it's full potential yet. Wcs community is working on it.

On the other hand it might also be the bad connection between some players and our servers, cause i haven't had any lag issues in a long time. Where you live Whitewolf ? :p

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