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Subject: Don't be mad....

Posted by [lcrplappo](#) on Fri, 23 May 2003 21:22:27 GMT

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OK- 'm sure u guys have heard this over and over again, and having nightmares bout this very question- but....

Hosting a renegade game- i turn off Dedicated Server- and run my game...

about 2 mins later, everyone's going 'lag, lag, lag', then it says "connection broken to client ..." and says a number- then all the peeps out my game disappear.

why does this happen? thx

LCRPlappo

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Subject: Don't be mad....

Posted by [Ferhago](#) on Fri, 23 May 2003 21:27:43 GMT

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Its quite simple. Your computer cant host the amount of people you currently have

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Subject: Don't be mad....

Posted by [lcrplappo](#) on Fri, 23 May 2003 21:34:24 GMT

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OK maybe, but even if i lower the number of peeps- to like 8, 6 or even 4, the same thing happens. I m using the main computer of a LAN network- the same thing happens on a client computer....

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Subject: Don't be mad....

Posted by [Ferhago](#) on Sat, 24 May 2003 06:51:20 GMT

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Well maybe your computer isnt good enough to host anyone.

Or maybe your firewall wont let them through.

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Subject: Don't be mad....

Posted by [MeXadiaz](#) on Sat, 24 May 2003 15:09:07 GMT

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If you use a router that has a built-in firewall then contact your Router Provider and ask them about what ports to open, or if you have to make your router a DMZ server, etc.

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