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Subject: cpu maxing out

Posted by [mac](#) on Fri, 24 Dec 2004 21:11:08 GMT

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Some of the cpu maxxing maybe be due to a error in processing gamelog.txt after each map..

Check if its archiving the file correctly, ie each map gamelog.txt must have 0 bytes again - if the file is getting bigger and bigger, there is some mistake. Also look at the console, it dumps an error there, in case that happens.

You can also try the option to delete gamelog files instead of archiving..

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