Subject: Hyper Latency
Posted by Javaxcx on Mon, 21 Feb 2005 03:52:08 GMT

Ok here's the scoop:

The complex DM is pretty much finished, textured, .mix'd and so on. It runs great in LAN, however, when we try to play it online (on a very capable server), there is ridiculous lag.

We've tested it on a few servers, dedicated and non-dedicated to see if it was a server-side issue. But it seems to be the map. Everything checks out, fps are 60+, spfs 60+, pings are good, and kbps are in the right ranges for normal play.

Has anyone had this problem or knows the solution to such an annoyance?