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Subject: Re: Reborn Infantry Beta  
Posted by [reborn](#) on Wed, 27 Feb 2008 08:33:28 GMT  
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Goztow wrote on Tue, 26 February 2008 16:58

The MP gaming server has terrible pings, btw: 2000 + .

Really weird, that server hosted renegade games of 60 players before, and players did warp allot last night when it first went up. Don't know how it was through the night.

To be fair, my ping was actually 200-250, I checked and most other players had similar pings. The SFPS was a constant 60, i'm not sure why we was experiancing that.

It maybe because I was running it with SSGM, all the other server's seemed to be running it using the normal client scripts.dll. I will experiment tonight (if my reformat goes well) and see what I can do. The hardware should be more then capable fo a 30 player server. That's all it was running.. Nothing else.

Oh, and I will make sure I remember to bring up any issues with your servers for everyone else too

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