Subject: Re: Tiberian Technologies announces server beta test!
Posted by dr3w2 on Tue, 07 Dec 2010 05:36:01 GMT
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HaTe wrote on Mon, 06 December 2010 21:37Apparently I didn't give the server enough of a chance must be. I was in the server for a total of maybe 2 mins, because I couldn't stand the incredible warp. Perhaps I should have realized that it was just a beta, and should have issues. My bad. So, what exactly did work, and what didn't? Did TT end up fixing the massive warp and crashes yet, or is it in progress?
I don't know the specifics, but stealtheye managed to tweak the server settings properly and I personally had a relatively stable connection (From Canada, server was in EU too) when it was full at 40players.

By the end the only issue was what appeared to be a *random* mass-disconnect of all clients for some reason, which they will no doubtably be able to fix.