Subject: Re: Tiberian Technologies announces server beta test!
Posted by Jerad2142 on Tue, 07 Dec 2010 19:21:18 GMT

andr3w282 wrote on Mon, 06 December 2010 22:36HaTe 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.
Server probably just got it DoS'd, people seem to enjoy doing it to the Roleplay 2 server.