
Subject: Re: Server.dat patch

Posted by [PsuFan](#) on Wed, 09 Feb 2011 02:56:31 GMT

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Imao, Dan your amazing. I thought you died! I haven't seen you on msn in a month. lol.

I havent tried it yet, ill let you know how it goes.

Edit:

Doesnt work so well, players cant join when paused and server games over on resume. Know any ways to fix this? The main reason I need this is because the server uses 50-80% cpu when no one is in the server. It would help greatly if I could pause it effectively. Check out this pic on pause, looks extremely promising.

File Attachments

1) [CPU.png](#), downloaded 712 times

