
Subject: Re: Server Crashdump
Posted by [Ethenal](#) on Sat, 05 Jan 2013 17:46:31 GMT
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BandwidthUp = 150000000

:/ Btw, our bot manually does !fds sbbo <some ridiculously large number> at the start of every map (if it doesn't do that the kbps sits at like 20 with 50 players), yet that's our server.ini setting. Either the server.ini setting is too low (even though that shouldn't cause a bandwidth budget of zero) or there is a bug that is causing it not to be loaded.

EDIT: THIS:

Quote: Sat 12:00:31 (&Tiresias) !fds set_bw_budget_out 9999999999

If the bot DOESN'T do this, it lags TREMENDOUSLY until you do.
