Subject: Who wants another WOL vs GSA?
Posted by General Havoc on Tue, 18 Mar 2003 20:48:36 GMT

After the last match i'll give it a miss. It was the faulty Oneshell servers that were the main problem. Their WIN32 server ran at a constant 60 SFPS and low pings only problem was that the server was not stable at all, we all had crash to desktops every minute and then they decided to switch servers. A 40 player Linux server was the one the matches were played on and the SFPS took a massive hit (around 9-11) and the game was unplayable. I was in the match with 3 other of my clan members on the GSA team andwe couldn't drive a vehicle because of the lag. I don't know what was wrong with the server but it was faulty and the match was a big dissapointment and we had to leave due to the lag. I', not saying it was a bad idea but the servers we're tested too late and thats what let the match down.