Subject: Gameplay Pending
Posted by trooprm02 on Wed, 31 May 2006 23:42:31 GMT
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Weird problem guys...
ever time a game finishes, and after the map loads up, everyone (including myself) gets gameplay
pending from the server

It goes away, but it takes a while..

Im thinking it because of the server scripts (we load up faster than the server), anyone know how
to fix this, or has any idea what to do?

Thanks,
trooprm02

Subject: Re: Gameplay Pending
Posted by BHmath on Wed, 31 May 2006 23:59:14 GMT
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Get a new computer. My server has this problem sometimes.

Subject: Re: Gameplay Pending
Posted by Kamuix on Thu, 01 Jun 2006 00:44:38 GMT
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That means your game(and others) are loading the map faster than the server, also sometimes its
caused by a something that delays when the server starts to load the map. Older scripts ussually
cause this problem.

Subject: Re: Gameplay Pending
Posted by Zion on Thu, 01 Jun 2006 12:27:54 GMT
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take the scripts.dll and bhs.dll from jonwil's lates version and put them in the FDS's main directory.
it will make the server load the maps as fast as the clients.

Subject: Re: Gameplay Pending
Posted by trooprm02 on Thu, 01 Jun 2006 19:44:40 GMT
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Merovingian wrote on Thu, 01 June 2006 07:27take the scripts.dll and bhs.dll from jonwil's lates

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version and put them in the FDS's main directory. it will make the server load the maps as fast as the clients.

Where exactly could I download the scripts from?

Subject: Re: Gameplay Pending
Posted by Cat998 on Thu, 01 Jun 2006 20:10:04 GMT
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http://sourceforge.net/projects/rentools

Subject: Re: Gameplay Pending
Posted by Zion on Fri, 02 Jun 2006 16:10:54 GMT
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there most likely in one of jonwil's posts about the 2.7.2 scripts version.

Subject: Re: Gameplay Pending
Posted by Whitedragon on Fri, 02 Jun 2006 16:56:54 GMT
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http://black-cell.net/clientscripts.zip

Subject: Re: Gameplay Pending
Posted by aaaalex06 on Sat, 03 Jun 2006 22:50:20 GMT
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i have noticed that problem with my server aswell, if your server is server-side (hosted of a FDS with any bot) just get SSAOW 1.5 and install (well put the scripts in the right place) and that make the game load faster for everyone

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Subject: Re: Gameplay Pending
Posted by EA-DamageEverything on Tue, 06 Jun 2006 18:11:45 GMT
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If you want your server loading the map way faster than the players do, get one with Dualchannel + a RAID0 (2 HDDs with 10,000rpm)...

Subject: Re: Gameplay Pending
Posted by Zion on Tue, 06 Jun 2006 21:51:45 GMT
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you mean dual core CPU?