Subject: Okay so its not VIS (Was: Question to mappers about VIS data

Posted by Anonymous on Sun, 23 Feb 2003 05:35:00 GMT

quote:Originally posted by General Havoc:The FDS is running on PC3 in WOL mode, meaning that you CANNOT make a LAN connection to the game, it will always be a net connection.This means PC1 and PC2 are actually using the server IP and the servers bandwidth to connect to the server not your LAN's, i.e they join the game over the internet, not your LAN. As far as i know you can't use your lan IP to join an internet server. Your ping will be 0 as your sending data back to yourself.It's a bit hard to understand what i'm going on about, someone else may know but this is the only think i can think causeing the lag.Wrong. I connect in LAN mode via +connect. My packets go directly through the 100mbit hub to the server, NOT out to the internet and back again. I have always connected this way, and never had a problem until the map change, at which point everyone also noticed problems...why is everyone so quick to dismiss the obvious and say it is user error