
Subject: Re: Problems with connection to server.
Posted by [Goztow](#) on Mon, 19 Feb 2007 21:35:32 GMT
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He plays on Renground or whatever its called (60 players) <- I'd say this is the problem.

What u describe seems a lot like packet loss. The server host needs to ask the host of the serevr to change the route but if he does that, others might get a bad route and packet loss, ...

Change servers, see if he still has problems.
