
Subject: Re: RA: A Path Beyond - Important notice.
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 18:02:18 GMT
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reborn wrote on Thu, 10 January 2008 12:00No, the FDS they have on there page is the older FDS version. There is no public SSAPB, however it isn't too hard to make an FDS out of the client (although it is going to be prone to crashing as it has not got the "fixed" code that SSAPB has).

The guys lag issue is strange. He experiances lag all the time when the server has over 16 players. You could argue that it's something to do with he client or some crappy server code if it happened now and then to all people. But it doesn't. It only happens to him, and it happens when there are more then 16 players constantly (but no one else).

You can only really conclude that there is an issue on his client.
Either he has a slow machine or conection, or perhaps he has a graphics card driver or card that is hated by scripts.dll.
Eitherway, I really don't think it is a server-side problem.

I think it's your total lack of being able to entertain the idea that the problem may lie at your end causing people to get frustrated and annoyed with you. Granted the client problem may be out of your controll, but I really don't think it's on the server...
... Where did you dig up the issue about lag?
