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Subject: Re: Reborn Infantry Beta  
Posted by [reborn](#) on Wed, 27 Feb 2008 11:37:52 GMT  
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Goztow wrote on Wed, 27 February 2008 03:37: Apologies, the ping did go down afterwards to around 200-260 (which is still quite bad but playable).

The reason for my intervention here is that MP-gaming was the only reborn server available at that moment and it was acting up very badly. I'm happy that these things got solved.

No worries, turns out it was a simple mistake...

Both myself and Oxi was logged into the server at the same time, we had alt-tabbed out and were constantly checking files etc etc whilst setting everything up, but apparently the both of us logged into a session was causing the warping and crap.

With us logged out of the sessions it was running smooth  
Thank fuck for that tbh, I was worried that the FDS was going to be a total resource whore.

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