
Subject: Re: 3.4.4 Send_Message_Player Disconnect
Posted by [Jerad2142](#) on Thu, 11 Feb 2010 15:44:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sladewill wrote on Wed, 10 February 2010 16:23hmm i might be getting this, could this be caused by too many messages being sent to server at same time?

Right now its going to be a message size issue more then a number, beings I first noticed the issue in 1vs1 lan, it would have only been sending the message to 1 other player. If it was a number of messages issue, every server would crash when a message was sent with any number of players. If it was a number of players issue combined with message size, then as you got more players in game you would have to make the message shorter and shorter in order to not disconnect the clients. To my knowledge this is not the case 238 is the length needed to disconnect the clients regardless how many players are in game.
