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Subject: Re: Tiberian Technologies announces server beta test!  
Posted by [EvilWhiteDragon](#) on Tue, 07 Dec 2010 19:55:50 GMT  
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Jerad Gray wrote on Tue, 07 December 2010 20:21 andr3w282 wrote on Mon, 06 December 2010 22:36 HaTe wrote on Mon, 06 December 2010 21:37 Apparently I didn't give the server enough of a chance must be. I was in the server for a total of maybe 2 mins, because I couldn't stand the incredible warp. Perhaps I should have realized that it was just a beta, and should have issues. My bad. So, what exactly did work, and what didn't? Did TT end up fixing the massive warp and crashes yet, or is it in progress?

I don't know the specifics, but stealtheye managed to tweak the server settings properly and I personally had a relatively stable connection (From Canada, server was in EU too) when it was full at 40 players.

By the end the only issue was what appeared to be a \*random\* mass-disconnect of all clients for some reason, which they will no doubtably be able to fix.

Server probably just got it DoS'd, people seem to enjoy doing it to the Roleplay 2 server.

It was an event which should not have been send to the <4.0 clients. Older clients don't know the event and thus crashed. If they would've disconnected you might have been right. And as JW said above you already, that's FIXED.

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