Subject: Re: New TT-server test event!
Posted by StealthEye on Sun, 16 Jan 2011 23:40:15 GMT

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Thanks to everyone who attended (and those who were just too late too).

We have been able to locate and fix some bugs, but we haven't been able to test what this test was intended to test: performance with large numbers of players. We had about 20-25 players usually, which is way below the desired 40, hence not much can be said about the performance.