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Subject: Re: Slow loading

Posted by [Sean](#) on Wed, 11 Jul 2012 17:26:48 GMT

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StealthEye wrote on Wed, 11 July 2012 09:26I like the idea of just having the server wait at the end of the map loading, assuming that the server at that point actually knows whether players have loaded (I'm not sure if that is the case, but I think it can be made to be that way). We could have it wait for all players to load up to a configured timeout value.

That sounds like a much better system than the one that is currently used. Nice idea.

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