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Subject: New 0 Bug?

Posted by [raven](#) on Fri, 14 Sep 2012 04:56:46 GMT

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Heya

We were about 1hr 30 into a game when we got a HUGE FPS type lag, SFPS dropped to 0 along with all clients to 0. It stayed that way for about 6-8 seconds then recovered.. then a few clients who had around 5k points had their points reduced to 0, and the team points had been reduced to 0, and stayed there for the remainder of the map.

Any idea what could cause something like this to happen?