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Subject: Re: Server Crashdump  
Posted by [Ethenal](#) on Mon, 07 Jan 2013 20:34:03 GMT  
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Xpert wrote on Sat, 05 January 2013 19:18StealthEye wrote on Sat, 05 January 2013  
18:38150000000 is fine, 9999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players.  
Um, because it doesn't work? I pasted that setting from server.ini, that is exactly what is in there, yet the server absolutely lags like fucking shit until you do an !fds sbbo command.

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