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Subject: Quitting due to Westwood online connection loss

Posted by [SoQgabba](#) on Mon, 19 Jul 2004 01:58:17 GMT

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We own a 50 player rennie serv but we are getting this message every day again, sometimes 2 or 3 times a day. Is there nothing we can do about this? It really sucks cause the server will be empty after the restart... and stays empty... Maybe it's fixed in the Blackhand Studios Core Patch??...

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Subject: Quitting due to Westwood online connection loss

Posted by [Nightma12](#) on Wed, 21 Jul 2004 08:27:33 GMT

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i believe the SSAOW mod causes this, try uninstalling it and see if you still get it

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Subject: Quitting due to Westwood online connection loss

Posted by [SoQgabba](#) on Thu, 22 Jul 2004 10:58:14 GMT

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We are not running that mod so that isn't the problem

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Subject: Quitting due to Westwood online connection loss

Posted by [Alkaline](#) on Thu, 22 Jul 2004 15:16:12 GMT

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man where have you been, this is one of the oldest problems there is... wol poops out when they are too many players...

I tried running 64 player server, the sfsp was still 30-35 when it was full but like every hour the server restarted because of wol connection lost.

Wol just can't handle that much information or something. If you want to run a stable 50 player server, run a server in gamespy, otherwise drop the player limit to 32 or 40 players.

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Subject: Quitting due to Westwood online connection loss

Posted by [Nightma12](#) on Thu, 22 Jul 2004 20:19:28 GMT

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i get that on my 32 player server

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Subject: Quitting due to Westwood online connection loss

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Posted by [vloktboky](#) on Fri, 23 Jul 2004 19:05:56 GMT

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Nightma12i believe the SSAOW mod causes this, try uninstalling it and see if you still get it

Yeah, a mod that has nothing to do with a server's connection causes it to disconnect.

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Subject: Quitting due to Westwood online connection loss

Posted by [Alkaline](#) on Fri, 13 Aug 2004 13:25:23 GMT

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Nightma12i get that on my 32 player server

Ya you can but its less likely on a 32 player then a 50 or more player server. Besides those supersized games are no fun, its just retarded.

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Subject: Quitting due to Westwood online connection loss

Posted by [xalterego](#) on Mon, 23 Aug 2004 03:43:42 GMT

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Well we run 2 servers and 1 is a 14 player AOW game and the other is a 12 player CTF , and we also have the same problem of loss of connection and it always seems to happen almost every 10 min into a game it can happen 5 to 10 times a day its driving us crazy so having a larger game going isnt the problem .

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Subject: Quitting due to Westwood online connection loss

Posted by [ohnou812](#) on Mon, 23 Aug 2004 12:29:44 GMT

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Quote:Well we run 2 servers and 1 is a 14 player AOW game and the other is a 12 player CTF , and we also have the same problem of loss of connection and it always seems to happen almost every 10 min into a game it can happen 5 to 10 times a day its driving us crazy

I saw this last Friday and Saturday on my 8 player server also!

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Subject: Quitting due to Westwood online connection loss

Posted by [Alkaline](#) on Sat, 28 Aug 2004 07:26:47 GMT

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ok recently its because some jackass hacker from europe.

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