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Subject: sort of a NR problem

Posted by [bacon985](#) on Thu, 09 Feb 2006 02:23:29 GMT

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Hey people i got NR and stuff up wth a server and all, but heres the problem, after everygame ends it takes a long time to load to the next map, and everyone just sits there while it says gameplay pending and either we just have to sit there for a while or we will lose connection eventually. So is this an internet problem of mine? Because my friend has a pretty good internet connection to it and we have the same problem. Any help would be greatly appreciated

Sincerely,  
Bacon985

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Subject: Re: sort of a NR problem

Posted by [TD](#) on Thu, 09 Feb 2006 13:25:49 GMT

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Get the newest scripts: [http://prdownloads.sourceforge.net/rentools/scripts231.zip?use\\_mirror=switch](http://prdownloads.sourceforge.net/rentools/scripts231.zip?use_mirror=switch)

If you have no scripts2.dll in your Server folder. Rename Scripts.dll to Scripts2.dll -> Then extract Scripts.dll and BHS.dll from the downloaded archive to the folder.

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Subject: Re: sort of a NR problem

Posted by [bacon985](#) on Thu, 09 Feb 2006 17:02:14 GMT

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Well i just checked, and i have scripts2.dll and bhs.dll, so what do i do now?

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Subject: Re: sort of a NR problem

Posted by [TD](#) on Thu, 09 Feb 2006 18:12:59 GMT

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You don't have scripts.dll?

Just extract Scripts.dll and BHS.dll from that package to the folder (make sure server is not running before you do)

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Subject: Re: sort of a NR problem

Posted by [bacon985](#) on Fri, 10 Feb 2006 00:06:53 GMT

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yes, i have scripts.dll, scripts2.dll, and bhs.dll, so this msut be an internet problem of mine?

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Subject: Re: sort of a NR problem  
Posted by [pyroacidk](#) on Fri, 10 Feb 2006 07:46:17 GMT  
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Problem is not NR related, probally a shite computer or internet connection, more the computer though.

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Subject: Re: sort of a NR problem  
Posted by [dead6re](#) on Fri, 10 Feb 2006 08:18:02 GMT  
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What specs does the comuter hosting have?

Most important are

Processor Speed and type  
RAM

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Subject: Re: sort of a NR problem  
Posted by [TD](#) on Fri, 10 Feb 2006 10:54:01 GMT  
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bacon985 wrote on Fri, 10 February 2006 01:06yes, i have scripts.dll, scripts2.dll, and bhs.dll, so this msut be an internet problem of mine?  
Have you updated to the newest scripts?

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Subject: Re: sort of a NR problem  
Posted by [bacon985](#) on Fri, 10 Feb 2006 23:11:48 GMT  
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where do i update them?

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Subject: Re: sort of a NR problem  
Posted by [EA-DamageEverything](#) on Wed, 15 Feb 2006 02:34:05 GMT  
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[http://sourceforge.net/project/showfiles.php?group\\_id=51947](http://sourceforge.net/project/showfiles.php?group_id=51947)

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Just DL the Scripts 2.31 there.

BTW, if it takes way too long loading the next map on the server, jsut upgrade to modern components or just get DualChannel Ram or buy a 2nd HDD to make a Raid-0.

A Renegade server comp still needs at least ~1Ghz and up depending on what you're planning to host on. If there is a Setup of 32 Players and more, you probably need a 2,4Ghz CPU or higher.

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