
Subject: Bots causing lags?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 04:59:00 GMT

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Are bots causing lags? or warps or whatever? Anyone know?

Subject: Bots causing lags?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:53:00 GMT

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If you have 1 - It shouldn't If you have 1,000,000 - Yes, it will

Subject: Bots causing lags?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 07:27:00 GMT

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lol. My mod will consist of 3 - 30 Bots, will that cause a major lag?

Subject: Bots causing lags?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 08:15:00 GMT

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lag? depends on how many players you intend on having... with my AI maps, my target human players was around 1-6, and I had 14 bots, which did not cause any lag, although an experiment on a 10 player server, caused a bit of lag.

Subject: Bots causing lags?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 08:19:00 GMT

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is no such thing as Lags it is just lag. Anyway, geat working with the Mod , It is fun playing it but the scripts.dll with the mod made it all German and I don't know much German except for the basics.

Subject: Bots causing lags?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 14:41:00 GMT

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30 bots with 10 players wont be bad.....any more then 14 or so will be horrible

Subject: Bots causing lags?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 00:54:00 GMT

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It's not the scripts.dll, but the strings.tdb.The fianl Version will be avaiable in english and german.
