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Subject: .Idd maps slow down Server ?

Posted by [Gen\\_Blacky](#) on Fri, 03 Aug 2007 21:57:33 GMT

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i made some .Idd maps for this sniper server im working on and it seems to slow down server quite a bit. Does any one know how to make it so the maps don't slow server down as much.

Its running Cloudysrv with irc

Wolspy

I think Biatch

Renegade FDS with ssaow

And running with a modified oobjects.aow

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Subject: Re: .Idd maps slow down Server ?

Posted by [Darknes2](#) on Fri, 03 Aug 2007 22:01:27 GMT

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well if you using disabled spawners and enabling them at certain times that slowed my server down A LOT.or using disabled spawners at ALL slowed my server down.

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Subject: Re: .Idd maps slow down Server ?

Posted by [Gen\\_Blacky](#) on Fri, 03 Aug 2007 22:07:56 GMT

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i just deleted the spawners

i only added a couple of laser walls and shiny gunboats  
nothing special

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Subject: Re: .Idd maps slow down Server ?

Posted by [Darknes2](#) on Fri, 03 Aug 2007 22:17:33 GMT

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is it a mission map or a multyplay like C&C\_City\_Flying?

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Subject: Re: .Idd maps slow down Server ?

Posted by [Gen\\_Blacky](#) on Fri, 03 Aug 2007 22:20:08 GMT

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normal ren maps like volcan complex field islands ect

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Subject: Re: .Idd maps slow down Server ?  
Posted by [SWNight](#) on Sat, 04 Aug 2007 08:52:20 GMT  
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Then it shouldn't slow down your server.

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Subject: Re: .Idd maps slow down Server ?  
Posted by [Darknes2](#) on Sat, 04 Aug 2007 16:57:04 GMT  
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hmmm.mayby try different settings on that map (net update rate, bandwidth,ect,ect?)

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