
Subject: Pkg mods causing brief freeze on login
Posted by [Jamie or NuneGa](#) on Fri, 13 Feb 2009 17:12:15 GMT
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This fixed?

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Carrierll](#) on Fri, 13 Feb 2009 17:43:21 GMT
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Caused by XWIS so no, AFAIK.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [_SSnipe_](#) on Fri, 13 Feb 2009 17:45:40 GMT
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Thats what causing it?
Everytime I login my mouse and background and sound freeze for like 10 to 15 seconds then I can continue

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Jamie or NuneGa](#) on Fri, 13 Feb 2009 19:23:32 GMT
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SSnipe wrote on Fri, 13 February 2009 17:45Thats what causing it?
Everytime I login my mouse and background and sound freeze for like 10 to 15 seconds then I can continue

Probably a pkg mod in your data will freeze your ren briefly when you log in, best to keep it outa your data folder when you aren't using it.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Ghostshaw](#) on Thu, 19 Feb 2009 11:40:22 GMT
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I figured out what is causing this problem and are currently working on a solution.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Jamie or NuneGa](#) on Thu, 19 Feb 2009 12:54:17 GMT

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Ghostshaw wrote on Thu, 19 February 2009 11:40I figured out what is causing this problem and are currently working on a solution.

nice

Subject: Re: Pkg mods causing brief freeze on login
Posted by [_SSnipe_](#) on Thu, 19 Feb 2009 16:45:20 GMT

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Nune wrote on Thu, 19 February 2009 04:54Ghostshaw wrote on Thu, 19 February 2009 11:40I figured out what is causing this problem and are currently working on a solution.

nice

ty

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Jerad2142](#) on Thu, 19 Feb 2009 22:26:37 GMT

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SSnipe wrote on Thu, 19 February 2009 09:45Nune wrote on Thu, 19 February 2009 04:54Ghostshaw wrote on Thu, 19 February 2009 11:40I figured out what is causing this problem and are currently working on a solution.

nice

ty

Good, because you toss a few 1GB+ packages in your data folder and you soon find your self waiting 5 + min for the game to unlock.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [GEORGE ZIMMER](#) on Fri, 20 Feb 2009 00:42:28 GMT

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Ghostshaw wrote on Thu, 19 February 2009 05:40I figured out what is causing this problem and are currently working on a solution.

Have my children.

This is one of the most annoying bugs I've faced, it really sucks not being able to have an ample collection of mods and maps because I don't want to wait 10 minutes for XWIS to load.

Subject: Re: Pkg mods causing brief freeze on login

Posted by [hatstand](#) on Fri, 20 Feb 2009 06:36:27 GMT

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Cabal8616 wrote on Fri, 20 February 2009 08:42Ghostshaw wrote on Thu, 19 February 2009 05:40I figured out what is causing this problem and are currently working on a solution. Have my children.

This is one of the most annoying bugs I've faced, it really sucks not being able to have an ample collection of mods and maps because I don't want to wait 10 minutes for XWIS to load. I concur.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Ghostshaw](#) on Fri, 20 Feb 2009 10:35:25 GMT

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I've fixed it now. The first time it will still be slow and every time you throw in a new package/update an old .pkg it will be slow for one time (because it has to hash the entire .pkg file). Maybe after 4.0 is all spread out I can use a less intrusive hash.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [RTsa](#) on Fri, 20 Feb 2009 11:02:35 GMT

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Ghostshaw wrote on Fri, 20 February 2009 12:35I've fixed it now. The first time it will still be slow and every time you throw in a new package/update an old .pkg it will be slow for one time (because it has to hash the entire .pkg file). That certainly doesn't sound too bad.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Omar007](#) on Fri, 20 Feb 2009 15:35:21 GMT

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RTsa wrote on Fri, 20 February 2009 12:02Ghostshaw wrote on Fri, 20 February 2009 12:35I've fixed it now. The first time it will still be slow and every time you throw in a new package/update an old .pkg it will be slow for one time (because it has to hash the entire .pkg file). That certainly doesn't sound too bad.

Not to bad?!?
It sounds great

At my old PC i had to wait 5 minutes or more cuz of this :S etc

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Carrierll](#) on Sat, 21 Feb 2009 18:24:17 GMT
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Awesome, thanks Ghost.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Veyrdite](#) on Fri, 27 Feb 2009 12:18:35 GMT
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Why does XWIS collect MD5 hashes of you packages?

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Ghostshaw](#) on Fri, 27 Feb 2009 12:22:33 GMT
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It doesn't, it sends a hash of the pkg on the server and the client compares it to it to do the map matching.

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Veyrdite](#) on Fri, 27 Feb 2009 12:39:18 GMT
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Ghostshaw wrote on Fri, 27 February 2009 23:22It doesn't, it sends a hash of the pkg on the server and the client compares it to it to do the map matching.
Clever - but what about mixes? Do they skip the hash on those due to the fact is is *harder* to cheat by modifying them?

Subject: Re: Pkg mods causing brief freeze on login
Posted by [Ghostshaw](#) on Fri, 27 Feb 2009 13:16:54 GMT
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Nope, they don't send the hash because a mix can only contain one map file . There reasoning was this, if they have to search every .pkg for every map it would take too long, so they only search it if it matches the hash. Unfortunately they forgot that .pkg's can be huge and take ages to hash.
