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Subject: So Slow...

Posted by [C4Smoke](#) on Thu, 10 May 2012 04:29:11 GMT

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The game ended with a victory on nod and a new map was coming up called divergence.mix I believe and I never heard of this map or played it... anyway its 10mb long and while it was downloading the whole base pretty much got destroyed because the resource manager is so slow, is the gonna be fixed so it will be faster or what?

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Subject: Re: So Slow...

Posted by [TankClash](#) on Thu, 10 May 2012 04:37:42 GMT

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Depends on the host, it usually downloads pretty quick when I play on servers with a level I haven't downloaded yet.

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Subject: Re: So Slow...

Posted by [Xpert](#) on Thu, 10 May 2012 04:39:36 GMT

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The resource manager is not what's slow. It depends on the website that hosts the file. I've hosted Fjords on my site and that's 50MB and it downloads for me in about 2 minutes. So 10MB would be a breeze.

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Subject: Re: So Slow...

Posted by [C4Smoke](#) on Thu, 10 May 2012 05:50:06 GMT

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hmm I was downloading from ultraaow

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Subject: Re: So Slow...

Posted by [zunnie](#) on Thu, 10 May 2012 06:13:21 GMT

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Maybe the distance between you and the host is big, then it slows down somewhat. I get quite acceptable speeds from our resource website

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Subject: Re: So Slow...

Posted by [EvilWhiteDragon](#) on Thu, 10 May 2012 07:53:03 GMT

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C4Smoke wrote on Thu, 10 May 2012 06:29 The game ended with a victory on nod and a new map was coming up called divergence.mix I believe and I never heard of this map or played it... anyway its 10mb long and while it was downloading the whole base pretty much got destroyed because the resource manager is so slow, is it gonna be fixed so it will be faster or what? Since the resource manager basically uses the windows HTTP support to download the file, it's either your connection or the servers connection.

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