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Subject: Frametime issues on FDS when objects are first loaded on map

Posted by [iRANian](#) on Thu, 28 Dec 2017 13:48:56 GMT

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When vehicles and infantry are first bought or when a beacon is deployed (and it goes into different stages the beacon)...the server will have frametime stalls.

Was testing with ExEric two days ago and we kept having issues with frametime increasing to 12ms when an Arty was bought, when server was stable 1000 sfps (1ms).

Also had issues with tons of other vehicles and infantry. After a map is loaded there usually is a 28 frametime lag which might be associated with creating objects like Harvester.

This happens after every map load.

I'm not sure if it's actually linked to the loading of objects or not.

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