Subject: Online Problem
Posted by maytridy on Mon, 14 Apr 2003 22:24:32 GMT
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Whenever i go to the Advanced game listings on WOL, my computer freezes for about 5 min, then unfreezes. I have to wait FOREVER. This is very annoying. Any ideas?

Subject: Online Problem
Posted by General Havoc on Mon, 14 Apr 2003 22:54:52 GMT
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I have the same problem and so do a lot of other people. Something related to the version 1.037 patch. The only way i can get around it is to wait for about 5 minutes.

_General Havoc

Subject: Online Problem
Posted by Majiin Vegeta on Mon, 14 Apr 2003 23:05:19 GMT
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my FPS drops to 1 i have to wait about 10 seconds bfore it sorts it self out

and guys my FPS drops to 1 again when ever i go to a PT and press "e"

would my skins cause this? they look really good i dont want to lose em

Subject: Online Problem
Posted by Bassoonboy on Tue, 15 Apr 2003 01:49:37 GMT
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maytridyWhenever i go to the Advanced game listings on WOL, my computer freezes for about 5 min, then unfreezes. I have to wait FOREVER. This is very annoying. Any ideas?
mine does this too but i only noticed it since i installed the renalert mod. Its not five minutes with me, only around 30 seconds at the very most

Subject: Online Problem
Posted by Imdgr8one on Tue, 15 Apr 2003 02:03:05 GMT
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The first part is depending on how many .pkg's you have. The PT one only happens to me in Multiplayer Practice.

Subject: Online Problem
Posted by Bearxor on Fri, 18 Apr 2003 21:35:00 GMT
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Very annoying indeed. It is true that it is related to any maps or mods that you have in your /data directory. I used to have this problem, and renegade alert tripled it.

I just ended up wipping out my renegade installation and only placing the maps that I know are played in the servers I frequent (its like 5 extra maps), and it cut my time down to about 5 seconds.

There must be something the WOL client does that indexes all the maps and pkg's you have in your directory that just takes forvever.

Subject: Online Problem
Posted by [sg]the0ne on Sun, 20 Apr 2003 04:42:18 GMT
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You may want to see what network clients you have installed. Unneeded network components such as netbeui & NDIS drivers etc can slow down negotiation time.

The only adapters and protocols needed are :

TCP/IP
NIC/MODEM Adapter
Client for Microsoft Networks(optional but some claim it helps save passwords)

Subject: Online Problem
Posted by bigwig992 on Sun, 20 Apr 2003 17:37:20 GMT
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WOL is reading all the contents of your .mix and .pkg's in your date folder. Delete some old maps, mod packages, etc, and it shouldnt freeze as long. Mine used to be about 5 minutes, then I deleted all my old mod packages I tested on, some old maps, anything uneeded, now mine freezes for maybe 20 seconds at the most.

Subject: Online Problem
Posted by ArUsH4nII on Sat, 26 Apr 2003 08:15:26 GMT
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good answer dude

Subject: Re: Online Problem
Posted by dueltommychan on Sat, 09 Jul 2005 04:51:18 GMT
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mine freezes for only bout 2 sec, but wen i host a game and end it, i have to wait 2 sec too, then the list loads

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Subject: Re: Online Problem
Posted by danpaul88 on Sat, 09 Jul 2005 10:13:40 GMT
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I have around 150 maps in my ren data folder and it only sometimes freezes, and then for around 20 seconds.

I suspect its renegade scanning the maps you have so it knows which servers you can join...