
Subject: Okay so its not VIS (Was: Question to mappers about VIS data)
Posted by [Anonymous](#) on Sun, 23 Feb 2003 02:48:00 GMT

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I can see where your lag can be coming from i know it may sound strange but i think your lag will go if you tested these maps on someone elses server. It's to do with your setup to the internet, i know you say you had no lag before, that is what makes my theory questionable. Basically what you think is happening is indeed not. The FDS is running on PC3 in WOL mode, meaning that you CANNOT make a LAN connection to the game, it will always be a net connection. This means PC1 and PC2 are actually using the server IP and the servers bandwidth to connect to the server not your LAN's, i.e they join the game over the internet, not your LAN. As far as i know you can't use your lan IP to join an internet server. Your ping will be 0 as your sending data back to yourself. It's a bit hard to understand what i'm going on about, someone else may know but this is the only think i can think causing the lag.
