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Subject: Server interruptions

Posted by [Jzinsky](#) on Tue, 20 Jul 2004 22:09:12 GMT

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Whenever the connection to the server gets interrupted, then the game shuts down, the whole thing goes mad with fatal exceptions and low memory and generally having the pc version of an epileptic fit. Any ideas?

Spec:

Athlon xp2800+ at 2050 mhz

512mb DDR ram (dunno what speed, might be 266)

Via on board sound driver, plus a Soundblaster Audigy (not being used at the mo)

Raedon 9200, might have 256mb ddr

Cpu temp is running about 49-52 deg. C

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