
Subject: Re: sort of a NR problem

Posted by [EA-DamageEverything](#) on Wed, 15 Feb 2006 02:34:05 GMT

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http://sourceforge.net/project/showfiles.php?group_id=51947

Just DL the Scripts 2.31 there.

BTW, if it takes way too long loading the next map on the server, jsut upgrade to modern components or just get DualChannel Ram or buy a 2nd HDD to make a Raid-0.

A Renegade server comp still needs at least ~1Ghz and up depending on what you're planning to host on. If there is a Setup of 32 Players and more, you probably need a 2,4Ghz CPU or higher.
