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Subject: C&C Desolute

Posted by [Captkurt](#) on Sun, 22 Jun 2003 23:02:58 GMT

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KhadmanI didnt think of the fact that 30 people may be on 1 team, but what are the chances of all 30 dying at once. There are way more than 30 on my map and i doubt that 60 people will play it.

Btw, i just finished a beta for it. The only things that arent complete in it is the pathway under the bridge, the tunnels connecting to it, and the tiberium and other ground textures. If you willing to try it out ill send it to ya somehow... (need a hosting site)

This is how I view it. if you have 1 per. and the game engine try's to spawn you to PT 1, but PT 1 is being used to spawn someone else, then it will hold or wait micro seconds or mill seconds untill said PT is available. so if this is correct, then too little spawners will cause some lag, where too many (within reason) will only help the lagg to be less.

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