
Subject: .Idd maps slow down Server ?

Posted by [Gen_Blacky](#) on Fri, 03 Aug 2007 21:57:33 GMT

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i made some .Idd maps for this sniper server im working on and it seems to slow down server quite a bit. Does any one know how to make it so the maps don't slow server down as much.

Its running Cloudysrv with irc

Wolspy

I think Biatch

Renegade FDS with ssaow

And running with a modified oobjects.aow
