reborn wrote on Thu, 04 September 2008 18:07HaOsLsE wrote on Thu, 04 September 2008 12:30I noticed it looks to be hosted on a home pc/server or something because SFPS/pings always drops when there seems to be more players.

The objects are created on the server, with each extra player and each extra object that the server has to create it causes more work for the CPU, almost exponentially. That is why you see the massive drops in SFPS.

It's because it reads from files for each operation. Disk I/O like that is very slow.