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Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [ExEric3](#) on Sat, 30 Nov 2013 19:03:28 GMT

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Xpert wrote on Sat, 30 November 2013 19:27

This is almost similar to what I do. When gamelog data starts coming in, it overloads the socket and sometimes skips lines.

Can you try this code above? Maybe this will works.

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