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Subject: Start button bug

Posted by [Goztow](#) on Fri, 21 Apr 2006 13:04:23 GMT

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Since a couple of days our server gives more and more often the start button bug (a player can't see the list and can't click start). Usually it happened a couple of times every month, but now it's like every 2 days or even more often.

For the tech guys out here: what causes the start button bug, what influences it and what could help solving it?

Do other servers notice the same thing?

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Subject: Re: Start button bug

Posted by [Cat998](#) on Fri, 21 Apr 2006 13:16:15 GMT

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It seems to be a bug in the FDS.

Sometimes the server does not send the data to the player (through xwis) on Gameopt request, dunno why.

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Subject: Re: Start button bug

Posted by [JPNOD](#) on Sat, 22 Apr 2006 12:13:17 GMT

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hmm from my experience. The lower the nur the more it will occur.

Also if you run a bot (brenbot or something simmilair) then it happens more often too. And maybe a server restart a long server uptime is nice. But Windows server needs a restart once in while imo.

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Subject: Re: Start button bug

Posted by [nopol10](#) on Wed, 26 Apr 2006 11:05:03 GMT

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I'm not sure but I had experienced it quite a few times: Either you're disconnected from the Net or the server itself is lagging. Join a few minutes later and the player list will be there (and you can click Start)

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