
Subject: server map change
Posted by [Frostbite](#) on Thu, 02 Oct 2003 19:35:46 GMT
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hey i am running a server with fds however when it changes map everyone is kicked, is there a reason why/

thanks

Subject: server map change
Posted by [Frostbite](#) on Sat, 04 Oct 2003 10:48:28 GMT
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anyone?

Subject: server map change
Posted by [Yano](#) on Sat, 04 Oct 2003 12:47:54 GMT
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Are you sure that they are kicked? Or do they just leave?

Subject: server map change
Posted by [Frostbite](#) on Sat, 04 Oct 2003 12:59:00 GMT
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it says that connection is lost to player: (player name) then it says this for everyone

Subject: server map change
Posted by [flyingfox](#) on Tue, 07 Oct 2003 02:40:20 GMT
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What connection are you on? Splits like this where everyone is booted out, often happen when the connection can't handle the players. Maybe a configuration wrong? You could try a re-install of Renegade.

Subject: server map change
Posted by [Yano](#) on Tue, 07 Oct 2003 18:14:30 GMT
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Well if it only does this during FDS, don't reinstall renegade...

Subject: server map change

Posted by [Beanyhead](#) on Tue, 07 Oct 2003 19:09:55 GMT

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Probably that, your computer cannot handle the FDS correctly, so when it has to load a new level it uses up all system resources to do that.

Subject: server map change

Posted by [Yano](#) on Tue, 07 Oct 2003 19:17:28 GMT

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What are your PC specs?
