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Subject: Online Problem

Posted by [Bearxor](#) on Fri, 18 Apr 2003 21:35:00 GMT

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Very annoying indeed. It is true that it is related to any maps or mods that you have in your /data directory. I used to have this problem, and renegade alert tripled it.

I just ended up wipping out my renegade installation and only placing the maps that I know are played in the servers I frequent (its like 5 extra maps), and it cut my time down to about 5 seconds.

There must be something the WOL client does that indexes all the maps and pkg's you have in your directory that just takes forever.

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