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Conan exiles server high ping

Page last updated by downdetector, com Conan Exiles General Discussion I have noticed a weird behavior in the server browser, but I was able to find a workaround that is reliable (at least for me). A little backstory: It appears that ever since the launch of Isle of Siptah, all servers are showing higher than usual pings. often making me unable to play on servers I had no problems before. I have been tracking my ping while using the server browser - my internet connection is stable and pings to popular services like google are fine. Servers are showing 150+ ping and I am unable to connect. Workaround: Add your server to favourites, set filter to only show favorite servers (+any additional filters to minimize number of servers you're searching for). Wait for the first/automatic server search to finish - there are three dots at the botom of the screen indicating this is still in progress. Might take 5-10 minutes. You will then be able to click on "REFRESH" button - ping values for selected server drop back to normal and I am able to log in. This is suggesting that servers at once. This should be easily fixable, I am hoping for someone at funcom to find and review this suggestion. 13 Likes While we're on the subject - might it be possible to default to, say, "Favorite" servers (assuming you have any), instead of having to populate the whole list and only then selecting? I've noticed the server browser tends to bug out if I don't let it finish that first, long listing of everything before selecting options. I've been using the same workaround as @R4CA, and it works, but it's kinda slow going. 6 Likes I'm having similar problems with ping was under 140 and at other times was over 140. Now that server's ping is always at 149. I've logged onto other servers and played a while and then come back and the ping is stuck at 149. Also, no refresh button ever appears, so I suspect the observation about needing to wait for the entire list to download may be onto something. Do the ping issues have something to do with Funcom moving away from using the Steam API or whatever the "funcom lives services" thing is supposed to be? Can confirm, you have to wait for the entire list to download before you can attempt to refresh it. Ping for the particular server I want is still to high, but now there are 40/40 players on it so it doesn't matter anyway, sigh It's so frustrating when you want to play a game and you can't and you don't understand why. If there are sub-regions within America (like east coast/west coast servers only rather than guessing and hoping for the best. This has been happening to my brother as well. Funny thing is, we were sitting next to each other, both plugged with ethernet cable and I was able to enter while he couldn't. Refresh option is not a guarantee either. It works sometimes but the whole thing needs a fix. Also, the server browser takes way to long to load anyway. Needs a fix asap. 1 Like This is so very frustrating, and it has only gotten worse the past week. I have always been at 50-60 ms ping to 1504. now most evenings it is over 200. The main problem I see is that this stupid server browser always defaults to internet now, so it has to scan 15000+ server all over the world. It used to remember our last selection but that changed a few patches back and now that is broken. Why do I care about pinging servers in asia or europe? Fix this pos browser or take off the damn 140ms ping limit until you can fix it. And as you can see the browser doesn't even show the correct number of players online. 2 Likes This is an example of GUI polishing that Conan Exiles is in desperate need of. There are dozens of little tweaks that together, would make this game a true masterpiece. I know they have other things they are working on, but why this has not been a top priority, makes no sense to me. Whoever is making the decisions needs to put some focus on things besides looking good graphically. 1 Like @philman it doesn't show the number of players because it is still loading this data. It will show up once the initial search (5-10 minutes) is complete. This is likely what is causing the high ping issue - pulling server stats from every conan server in the world at once The problem is - the game is NOT refreshing servers when in favourite. If you have 4-5 servers and they say full, it's not checking. You can click away to another server then your original one to keep trying to join but because its not refreshing its saying its full. It's in a very, very bad place at the moment. can confirm my entire clan is experiencing the same problem with ping when they first pull up the server list. 1 Like I get it, but we shouldn't have to wait 5-10 minutes for this thing to load the data for every server in the world. Let us select our region or what not, and then refresh just that area. It should stop scanning every server once that is changed. As a work around, you can enter the server IP:port into direct connect and it works even though the GUI is showing a high ping. I don't know anything about making programs or how a search needs to work but would it be an option for the devs to implement some kind of filtering that limits what servers are searched rather than search all servers then filter? Again disclaimer I have no idea if this is feasible. Have master lists of servers on opening the server browser window. Players can select filters if they want to or leave blank to get the whole list. Add a new "go / find servers" button that players have to press to start the search. If regional filter selected then performs lookup on the master list for that region for a list of servers to obtain stats for would it be faster? EDIT Also if it know for example there are 50 EU servers from the master list and player uses the EU filter, once it has found 50 EU servers. I've no idea if their would be some kind of overhead on performing the lookup or how the master lists would get updated etc... 1 Like Kolvar: would it be an option for the devs to implement some kind of filtering that limits what servers are searched rather than search all servers then filter? I really hope that's how it works. While I don't know exactly what goes on behind the scenes on the server browser - I have to believe the filtering is done server-side (so to speak) rather than it pulling everything and then filtering on the client. Though it does look like that's exactly what's going on. Which seems slightly insane, really. Even making it not search until you are done inputting your filters (same way the Event Log works ingame) would be a huge improvement. 3 Likes Yeah I paid 30 dollars to have to do this to play the game. 2 Likes I was trying to log in for 15 minutes of so. Closing the game and restarting but still getting a high ping (not a first for Conan Exiles at least on the old map). After reading your post I tried the old method of using the drop down menu to filter favorites only and got a very low ping). Clear also here same probs, tried your 'old' method. Instead of 180-200 some minutes before i had on all relevant servers now 16-17! Tried also two times and everytime really better. So folks, give that method a try during waiting for some fixes. This topic was automatically closed 7 days after the last reply. New replies are no longer allowed. You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts. Does anyone else have issues with the server list not loading properly, and booting you back to the menu? Favourites and History seemed to do so constantly, now they load up again... but all the servers approach the 60-90 range for me. My internet speed is top notch, recently updated to a better modem. It takes a few mins for correct ping to load maybe 5mins at times Display less servers and should load faster Use max ping 80 for egFeel the power of the dark side. You smart mouths. I wasn't talking about the server list being slow, it flat out didn't load. Any change to the filter would send me back to the menu. I'm aware it takes a while for the full server info to load, it's just that when the pings showed, they were way higher then normal. My main server usually has about 60-70 but it went up to 200. official servers also had high pings. The issue seems revolved with that last patch. Inxentas posted... I wasn't talking about the server list being slow, it flat out didn't load. Any change to the filter would send me back to the menu. I'm aware it takes a while for the full server info to load, it's just that when the pings showed, they were way higher then normal. My main server usually has about 60-70 but it went up to 200. official servers also had high pings. The issue seems revolved with that last patch. Not sure why. It is slow but it doesnt kick me out. All the servers for me are 66 pingFeel the power of the dark side. You smart mouths. We've detected that JavaScript is disabled in this browser. Please enable JavaScript or switch to a supported browser to continue using twitter.com. You can see a list of supported browsers in our Help Center conan exiles server ping too high. conan exiles dedicated server high ping. conan exiles private server high ping.