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[Company of Heroes - Known Issues and Fixes](#)

The bugs of WWII

Company of Heroes is the spiritual successor, at least in terms of gameplay and strategy, of the famous Warhammer series. Relic has got us used to great games and this one is no exception, but with great games come great bugs. Usually, the more complicated a game gets, the more problems are likely to appear. Company of heroes had and still has a ton of network and hardware bugs, despite the successive patches that brought the game to version 1.4. Here are the collected problems and possible solutions for most of them:

Things to Try First Update everything. This sounds trivial, but is the solution to well over half of the problems people encountered. This means: - updating your graphics drivers to the latest version;- updating your sound drivers;- updating Windows to the latest version (Windows XP SP2 required);- updating your mainboard drivers;- patching the game to the latest version. **Known Issues** If you're having Network Performance Issues, ensure that the proper ports are forwarded (read the readme), and any bandwidth shaping apps are configured or removed (Net Limiter). Antivirus programs (nod32) will need to be configured properly. Uninstalling McAfee Personal Firewall has helped several people with their online issues. If having lockups, try underclocking your memory speed. Choppy Performance in Skirmish and Multiplayer - with My Documents Redirected to a network share. - Problems will also be evident if saving a single-player game or loading single-player levels which depend on data from a previous mission (IE: Mission 4). Nvidia SLI users experiencing a slow framerate can try turning off post processing in the game's graphics options. Net Limiter - Any version. This bandwidth shaping application interferes with Network connectivity. Uninstall Net Limiter or try these steps. Nod32 Antivirus - Unknown Version (most recent?). This antivirus application is proven to interfere with CoH. Looking for configuration settings that may help. Windows Anti-Spyware Beta - Reportedly shutting this down lessens interference with CoH. Windows Defender - Reportedly disabling this (might just need to be properly configured) will help you get into games. Content Protect - App that protects children from getting into questionable websites was causing problems. DNS Servers improperly set. Setting your DNS servers to a local device (router, etc), something other than your ISP's DNS server can cause problems/failure to log into CoH. Sunrocket VOIP can cause connection errors. Spkrmon apparently causes network connectivity issues. McAfee Antivirus causing issues. Particularly the privacy stuff. Internet Download Manager reportedly causes network issues (probably has a bandwidth shaping component to it). Problems with TCP/IP stack - Look for LSP errors in the hijack this log file. There is now at least one person confirming that their VPN Client causes connection quality problems when playing. Netgear routers - port triggering possible work around. Norton needs additional configuration, needs to be added to the threats exclusion list. cFosSpeed - another bandwidth shaper like Net Limiter causes problems - info on how this program works here[/COLOR]. Zone Alarm Security Suite causing issues - Note was an older version (exact unknown). When playing Company of Heroes, please ensure that your system is not blocking outbound connections on 6112 and on 30260. The readme.txt makes reference to 30275 but that number is incorrect.