
Subject: 56kers

Posted by [Anonymous](#) on Sat, 14 Sep 2002 00:30:00 GMT

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quote:Originally posted by hareman:Blazer's explanation does make sense but still doesn't explain why when certain people enter a game that people start complaining and when that person leaves it gets better. Other people coming and going doesn't seem to affect it. I think i can field that one --the server "may" be a bit tardy in it's updates - due to slow nic/slow link/slow memory/out of memory -- etc...so it may be a marginal server at the get go. Fast players dont see the "slow" down - but when it gets overwhelmed with resends/pings - it will appear slow for everyone... Now - it may not be a "56K" person - it could be someone on a bad cable/t-1 connection - going through 90 hops before they hit the server. But it appears looking at the logs for my test server - alot of resends on the log - alot of "LAG" calls on the comms. so i added another nic to allow more virtual pipe into the server - less "lag" for some...but you will always have that one person -- "this is to laggy"(and it always seems they type more and more instead of playing the game - complaining on how bad the the server/team are ... hmmmm - typing - lag - no typing - no lag....hmmmm)
