
Subject: Server question

Posted by [Crimson](#) on Thu, 08 May 2003 15:52:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

drool

10 mbits? I know that 32 players uses about a T-1 capacity, which is 1.5 mbits... so I don't think bandwidth is going to limit you much.

I'd say you'd have no trouble hosting 40, maybe even 50 on there, but the best thing to do is try. Start low and work your way up (that's the best way because if you start high to work your way down, you'll have to listen to players whine about lag if you started too high)

Use "game_info" to track your server's FPS, which maxes out at 62, but will not lag the players until it's below 25 or so. But don't check at the beginning of the game, check in the middle or several times over the course of the game because the FDS will work harder when there are more vehicles and action taking place.

Also use "player_info" to check pings. If one or two players has a high ping (over 350), the problem is not on your end, but if all your players are pinging in the 500+ range, then it IS on your end. If you were to max out your 10 mbits, which I seriously doubt, you can change the "net update rate" by typing "nur #", where # is 5-32... this changes the amount of updates that are sent to each player per second, which proportionally decreases/increases the amount of data you're sending. Lower "nur" settings usually result in more choppy movement of players in-game, while high values provide more smooth movements and makes fighting easier when the opponent isn't warping around.

Another type of lag is FPS lag which will cause players to slide around. If that's happening, your server's FPS is probably low which means you'd have to upgrade or reduce the amount of players in the server.

Admittedly, Renegade's netcode isn't the most efficient or best, but if you know what to look for and pay attention, you'll be able to run a pretty damn good server. Remember that though you may hear otherwise, you will not benefit from kicking your high ping players. The Renegade FDS looks at what each client says they can receive and what it's been allowed to send (that setting is in server.ini and can be changed on the fly by typing "sbbo #", which stands for set_bandwidth_budget_out)... and uses these numbers to devote a slice of bandwidth to each player. Therefore, if someone has a high ping but everyone else is OK, kicking the high ping player will do no good. You may hear others insist otherwise, but that's because they think Renegade operates the same way as other games did in the past. But, the Renegade engine was 4 years in the making and they tried new things. This works well because high laggings don't lag everyone else, but there are still things in the netcode itself that are inefficient, and if ever fixed (which isn't likely), could reduce overall bandwidth usage significantly, meaning you could host more on a slower connection, and 56kers could have a better experience on higher-player servers.

Anyway, this is a lot more than I intended to type, but if you're looking to run a public server on that line, you are most applauded, because we don't have a lot of the big servers we used to have

and we miss them!
