
Subject: crappy connection

Posted by [Khyron263](#) on Fri, 12 Feb 2010 04:45:07 GMT

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o.k. gurus, got one for ya, I'm trying to setup a FDS and am having some lag issues and a low kbps. I have rented a VPS machine, have loaded nothing but renegadeFDM, brenbot <the latest> and a small IRC client. Clean install is only getting about 20-30 kbps in it. The sever.ini is set to the optimun settings that I have read here, and have even compaired it to another servers settings.

The speed on the machine is 7.4 MBps upstream and Down.

Quote:

```
; BandwidthUp =  
;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.  
;  
; Set to 1500000 for a 32 player game  
; Set to 750000 for a 16 player game  
; Set to 250000 for an 8 player game  
;  
; Make sure you don't set the Bandwidth number to be higher than your  
; actual available bandwidth or gameplay performance will be poor.
```

```
BandwidthUp = 1500000
```

i have set this to 0 - what you see now and all numbers in between.

Quote:

```
; NetUpdateRate =  
;  
; Set this to control the frequency of network updates sent to clients. This  
; is the number of updates sent per second. Higher values increase network  
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30  
; range. As you increase NetUpdateRate the values set for BandwidthUp must  
; also scale accordingly. The default is 10.
```

```
NetUpdateRate = 30
```

any ideas? Thanks.
