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Subject: Re: Warping/position shifts

Posted by [Spyder](#) on Sun, 18 Sep 2011 12:36:24 GMT

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EvilWhiteDragon wrote on Sun, 18 September 2011 14:01Caveman wrote on Sun, 18 September 2011 09:19EvilWhiteDragon wrote on Sun, 18 September 2011 02:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

Tbf, people shouldn't have to manually set this everytime they join a server. The client should have it done for them.

You don't have to do this every time. It's just that we haven't had feedback on this yet (or I haven't seen it), which is something we need in order to improve things.

@Spyder

What if you set it to half of your connection, does that help? And, on what server are you playing? EU/US, TT/non-TT those kinds of things?

I have a 30mbit connection, so it's somewhat at half my connection. I'm playing on the St0rm 4.0 AOW server (US). My ping is ~130 - 170 (which is 50ms less than stock ren) and FPS is stable. However, still getting ghost players, including myself ghosting. I have been shot several times while running around at one side of the map, and someone else saw my ghost on the other side of the map. Harvesters are ghosting fairly often too.

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