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Subject: Re: How to play online now?

Posted by [StealthEye](#) on Wed, 05 Oct 2011 01:24:20 GMT

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I think that there is already a bandwidth test, also, the sbbo value afaik comes from the settings in the WOL menu, although I'm not sure what values it uses when using direct connect. From the reports, it seems that the defaults are fine for the majority of people. Also note that servers often automatically enforce a certain minimum bandwidth.

Yes, it should automatically throttle the value (it throttles down automatically if it is set too high already), however this has to be done very carefully and well tested in order not to introduce extra lag. I'm planning to work on this for the release after the next one.

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