Subject: Re: Scripts 4.0 beta 5 progress update
Posted by EvilWhiteDragon on Tue, 10 Apr 2012 09:55:16 GMT

Animoskity wrote on Tue, 10 April 2012 01:59I have a 20Mbit connection.. Is there even a point to go above the suggested 2Mbit value?
It certainly wouldn't harm setting it higher *IF* and only if your connection can handle it.
reckneya wrote on Tue, 10 April 2012 08:22@ StealthEye

I have tried it, but I don't recall it being very successful. Possibly I didn't set it high enough? I'll test it tonight.
Could be, but you should NOT set it higher than say 80% of your connection. I'm saying 80%, as there are likely other processes using the internet as well. Exactly your connection speed should be ok as well, presuming it's more than sufficient (like 2mbit/s).

I'm guessing your issue is simple lag. If you're playing on Jelly or NS you're bound to have lag if you're European. Usually a ping of 100ms is good for any connection with the US. However Renegade netcode (yes the original) can easily make it 200 or more. Badly configured servers or settings can increase the unplayability this creates.

TT doesn't change all that much on the netcode, but more on the way it prioritizes packets and throttles the connection.