
Subject: Renegade Console Thing
Posted by [nod002](#) on Tue, 12 Apr 2005 13:58:28 GMT
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I got a question, we all know about the console hack thing but I have no experience with it. What are ways to detect it while in game. What irregularities does it cause. I recall hearing something to do with their ping...

Subject: Renegade Console Thing
Posted by [Spoonold](#) on Tue, 12 Apr 2005 14:24:00 GMT
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Causes low KBPS.

Subject: Renegade Console Thing
Posted by [SuperMidget](#) on Tue, 12 Apr 2005 19:19:57 GMT
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Console Hack?

Subject: Renegade Console Thing
Posted by [Spoonold](#) on Tue, 12 Apr 2005 19:26:23 GMT
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I'm reasonably sure he means lag code.

I won't say how to do it but it's probably common knowledge by now

Subject: Renegade Console Thing
Posted by [nod002](#) on Tue, 12 Apr 2005 20:32:08 GMT
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what would u consider low kbps?

Subject: Renegade Console Thing
Posted by [icedog90](#) on Tue, 12 Apr 2005 20:38:06 GMT
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Depends on your connection.

Subject: Renegade Console Thing
Posted by [glyde51](#) on Tue, 12 Apr 2005 20:41:46 GMT
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56k

Subject: Renegade Console Thing
Posted by [flyingfox](#) on Tue, 12 Apr 2005 20:46:44 GMT
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There is a command that comes with the game, sbbo, that manually changes your connection rate. however when you type sbbo into the console it doesn't autocomplete or give any indication it is a real command until you've put in the full command and hit enter..

I use it to set the rate to 2560000 (sbbo 2560000, note the extra 0 at the end). that's about a cable connection, which is 256kbps in kilobits, but renegade's autodetect is really inaccurate. I think some people use that command to set their rate very low, which [and i haven't tried] probably causes high KBPS. The higher the KBPS, the more lag....especially if the host of a game, on a non dedicated server, has a high KBPS.

let's say I was to host a 32 player game from my own PC....when it got to the fifth player, my KBPS would likely go above 50. i've found that a KBPS higher than about 50 has people complaining about lag problems... and if 10 or 11 people were to join, the game would lag very badly and eventually disconnect from WOL or (the more probable outcome) many players would be automatically disconnected from the server to bring down the player count to something the connection can handle.

oh and you also asked about irregularities. well, i'll start off by saying it isn't always the player's fault. When I joined 32player games with my old 56k, i'd see people lagging into walls and the like. they weren't really there, and would disappear after a moment, but while they were I was able to shoot them. let's say I shot them with a rifle or something...they'd disappear from my screen and it would update me with where they actually were again. But the problem comes with insta-kill guns like the sniper rifle....you can kill these "lagging ghosts" if you snipe them in the head. they'll disappear after the shot but will die wherever they really are.

The same thing happens with deliberate laggors, but you can tell if they're doing it when you die in an empty place, or by someone you knew couldn't see you at the time. for example in a tunnel... I wouldn't flip off the bat and say "LAG HACKER" because it might just have been a rare occurence on their computer. but if it continues to happen they either have 56k or are deliberately making their game lag. At that point you should ask them to leave because of the lag.....if they don't, they should be prepared to be kicked.

Subject: Renegade Console Thing
Posted by [Chronojam](#) on Tue, 12 Apr 2005 21:54:13 GMT
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Wait, are you saying LOTS of bandwidth transfer is BAD?

Subject: Renegade Console Thing
Posted by [bandie63](#) on Tue, 12 Apr 2005 21:55:41 GMT
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flyingfox i've found that a KBPS higher than about 50 has people complaining about lag problems...

so high kbps = lag?

Subject: Renegade Console Thing
Posted by [flyingfox](#) on Tue, 12 Apr 2005 22:31:42 GMT
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what I know for sure is that when I host a game and the KBPS goes above 50, my players lag. If it goes back under 50, no more lag. I think the maximum MINE should go with reasonable play is 35...read on to see why.

Quote:so high kbps = lag?

my theory: YES, the higher the KBPS goes in renegade (F8, fps) the more your game will lag IF it is higher than your actual limit of KBPS transfer. can someone verify this for me?

KBPS can be referring to kiloBYTES as well as kiloBITS, and 8 bits are in a byte. So when your service provider tells you you have 56k, or 256k, or 1MB, they mean in bits... 56,000 bits per second, 256000 bits per second, etc. $56,000 * 8 = 448000$, or a 4.4kbps transfer rate which is the average maximum a 56k modem would download at. $256,000 * 8 = 2048000$, or a 20.4KBPS transfer speed. Renegade's KBPS is referring to your kiloBYTES, so naturally you would need something like a 1Mbps connection (80.0kbps transfer) to AVOID lag in a big game where the KBPS can be very high.

Subject: Renegade Console Thing
Posted by [Majiin Vegeta](#) on Tue, 12 Apr 2005 22:46:29 GMT
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if the KBPS goes above what your connection can handle then your ping will rise you will start to lag and players will teleport spin warp all around your screen

Subject: Renegade Console Thing
Posted by [glyde51](#) on Tue, 12 Apr 2005 23:24:06 GMT
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Isn't it good to have a high KPBS? Doesn't that mean more data transfer? I could see how it's bad for a crappy connection, though.

Subject: Renegade Console Thing
Posted by [IRON FART](#) on Tue, 12 Apr 2005 23:54:47 GMT
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Quote:
but renegade's autodetect is really inaccurate

True that. Renegade detected my connection as 4.0MBPS up and down when I only have a REALLY slow DSL connection.

Subject: Renegade Console Thing
Posted by [flyingfox](#) on Wed, 13 Apr 2005 02:31:36 GMT
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glyde51 Isn't it good to have a high KPBS? Doesn't that mean more data transfer? I could see how it's bad for a crappy connection, though.

let's say your max was 35.... under 35 would be fine but 40 would mean the load on your connection was a bit too much, causing some lag

I used to have a ping higher than 500 in the pits, back when I had 56k....my KBPS would rise to 120
