Subject: BandwidthUp and NetUpdateRate
Posted by Hex on Sun, 13 Nov 2005 22:20:18 GMT
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Can people list what settings they have for this

On my 28 player with 1500000 bandwidth and 15 netupdate but the server is not kicking out more than 65 kbps and causing lag :/

Subject: Re: BandwidthUp and NetUpdateRate
Posted by Cat998 on Mon, 14 Nov 2005 05:09:54 GMT
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32 players, bw 100000000 nur 15

Subject: Re: BandwidthUp and NetUpdateRate
Posted by jschultz9 on Sat, 03 Dec 2005 05:10:53 GMT
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Set your Bandwidth at 0 and netupdayte rate at 22 and you will be fine...BW at zero it auto cofigures it. My sserver runs great no lag with those setting so you shouldnt have any problems.

Subject: Re: BandwidthUp and NetUpdateRate
Posted by AADude7 on Sat, 03 Dec 2005 16:48:52 GMT
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In the BRenBot tutorial it said to set it to 30.

Subject: Re: BandwidthUp and NetUpdateRate
Posted by jschultz9 on Sun, 04 Dec 2005 00:18:14 GMT
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it also says in the tutorial if you set it to high it will lag like crazy. Set it at 0. It is automatic by how many people are n the game that way.

Subject: Re: BandwidthUp and NetUpdateRate
Posted by Renx on Sun, 04 Dec 2005 06:16:28 GMT
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He meant the NUR, not the bandwidth. 30 is the max NUR setting.

Subject: Re: BandwidthUp and NetUpdateRate
Posted by jschultz9 on Sun, 04 Dec 2005 06:56:48 GMT
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Yes but if you set the NUR to hate it will effect server performance if your server cant handle it. thats why 22 is a safe number, and Hex aka barry is hosted through iccytouch so there other servers running on the box.

Subject: Re: BandwidthUp and NetUpdateRate
Posted by trooprm02 on Fri, 23 Dec 2005 14:31:37 GMT
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Barry wrote on Sun, 13 November 2005 16:20Can people list what settings they have for this

On my 28 player with 1500000 bandwidth and 15 netupdate but the server is not kicking out more than 65 kbps and causing lag :/

15 netupdate?! Thats so low, the default is ten, renegadewiki says 20 is good, I have 28 for a 16 player sniping server with 900000 bandwidth and everyone with atleast dsl1000 has evr complained about lagging

Subject: Re: BandwidthUp and NetUpdateRate
Posted by EA-DamageEverything on Mon, 23 Jan 2006 09:49:41 GMT
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BW= 750000
Slots= only 12
NUR= 20

Better keep the maximum slots a bit under maximum, because high NURs do need a lot of BW if the server is full.