Subject: Please Help with performance issue.
Posted by Nglegs on Wed, 01 Nov 2006 04:25:29 GMT
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Im Getting desperate, I cant go past a tree or step out of a door without being shot back 5 feet and getting stuck,needless to say dying/not effective base attacking, its horrible, it never used to be like this for me,I wont get into computer details because it is more then enough to run a 4 year old game on middle performance, if anyone could give me some tips to reduce lagg or direct me to a link that does I would be very thankful.

Subject: Re: Please Help with performance issue.
Posted by Ryu on Wed, 01 Nov 2006 05:13:25 GMT
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Get off 56K ?

Subject: Re: Please Help with performance issue.
Posted by danpaul88 on Wed, 01 Nov 2006 09:17:14 GMT
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play on a server which you have a better connection to?

Subject: Re: Please Help with performance issue.
Posted by Caveman on Wed, 01 Nov 2006 15:24:28 GMT
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Alex wrote on Tue, 31 October 2006 23:13Get off 56K ?

By the looks of his host mask it doesn't look like hes on 56k.

Subject: Re: Please Help with performance issue.
Posted by Ryu on Wed, 01 Nov 2006 17:19:51 GMT
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Caveman wrote on Wed, 01 November 2006 10:24Alex wrote on Tue, 31 October 2006 23:13Get off 56K ?

By the looks of his host mask it doesn't look like hes on 56k.

Quote: I cant go past a tree or step out of a door without being shot back 5 feet and getting stuck

Sound's Like Lag trouble's to me.

Maybe your Internet BW is wasted? Unless you're on Unlimited Download. , Then I'm not sure what it is.

Subject: Re: Please Help with performance issue.
Posted by StealthEye on Wed, 01 Nov 2006 17:48:47 GMT
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Try to hit F8 and enter "nur 30", I had the same problems recently and this helped for me (it was on 5 before). Ofcourse there could be other causes... Try running a lan game if possible and see whether it gives lag too?

Subject: Re: Please Help with performance issue.
Posted by Dave Anderson on Sat, 04 Nov 2006 21:09:41 GMT
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What does "nur 30" do?

Subject: Re: Please Help with performance issue.
Posted by CarrierII on Sat, 04 Nov 2006 22:08:20 GMT
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Sets the number of times the server "updates" the game to you to thirty times a second.

Servers may have set this low for whatever silly reason. I have found it drops about 50 of my ping.

Subject: Re: Please Help with performance issue.
Posted by Dave Anderson on Sat, 04 Nov 2006 22:19:02 GMT
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Interesting. I guess I will try that next time I decide to get online and play Renegade.

Subject: Re: Please Help with performance issue.
Posted by Zion on Sun, 05 Nov 2006 14:01:34 GMT
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Mine's on 10, Serverside, not sure what it is clientside.

Subject: Re: Please Help with performance issue.
Posted by CarrierII on Sun, 05 Nov 2006 19:09:37 GMT
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I assume that the client inherits it from the server unless the client specifies otherwise.

Subject: Re: Please Help with performance issue.
Posted by StealthEye on Mon, 06 Nov 2006 16:14:44 GMT
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The default value is 30 on the client, but for some reason mine was 5 for a long time, so I experienced excessive lag even in a lan game. the nur does indeed affect your ping. renegade ping = 500/servernur + 500/clientnur + normalping
on average. That's also the reason why the ping fluctuates so much.

The nur is 30 on the BI servers, as we have more then enough bandwidth

fyi, nur is an alias for net_update_rate, which is slightly more self explanatory

I'm not sure whether the client inherits the server settings, I guess it will just ignore the server nur, it wouldn't harm because client -> server traffic is much less than server -> client traffic I guess

Subject: Re: Please Help with performance issue.
Posted by icedog90 on Fri, 10 Nov 2006 04:59:42 GMT
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Never knew about that. Interesting.