
Subject: game.exe input parameters

Posted by [reborn](#) on Fri, 22 Dec 2006 14:12:34 GMT

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Does anyone know if renegades game.exe has an input parameter for setting the bandwidth of the player, so that if you was to direct connect you don't have to go through the process of "testing bandwidth" everytime?

would be something like "+bandwidth" or similar I would assume.

Subject: Re: game.exe input parameters

Posted by [Spyder](#) on Fri, 22 Dec 2006 14:55:30 GMT

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Guess not...It would be handy, but I don't think it works with some scripting. You need to rebuilt all executables then.

Subject: Re: game.exe input parameters

Posted by [Jerad2142](#) on Fri, 22 Dec 2006 15:07:19 GMT

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jonwil wrote, some time in the past Causes of KBPS lag:

- The server isn't configured to send enough bandwidth out - Edit server.ini to either auto-detect or use a fixed amount high enough. A 24 player server uses about 2300 kbps on average.
 - The server can't send enough data. Example, my cable modem at home is only allowed to send out 256 kbps. If I try to host 24 players at home, I won't be able to send out the 2300 that you need and you will warp.
 - WOL sucks and your bandwidth capability was auto-detected too low. Solutions: On the screen where it says "Quick Match" / "Advanced Game Listings", "Chat", move your mouse to the left and pick "My Information". Set your connection to something matching what you have instead of auto-detect. Usually this will stop any problems you have and your KBPS will be sufficient.
- Or, you can manually set your bandwidth budget in-game. Press F8 or ~ and type "sbbo <number>" where <number> is your bandwidth download capability. To find your best number, do this:

* Go to <http://www.dslreports.com/stest>

* Choose a location and follow the instructions to test your line speed.

* Your results will read something like this (yours will probably be a lot less because I was at work when I ran this):

Your download speed : 5610362 bps, or 5610 kbps.

A 684.8 KB/sec transfer rate.

* The "bps" number is theoretically your maximum download rate. Remove the last digit and round it to a nice even number (I would use 550000 on my results). This is your optimum bandwidth setting. Press F8 or ~, type "sbbo 550000" and press Enter. If your KBPS was too low before, you might see the KBPS increase each second up to the amount the server can send you.

--- Just like a server, if you have a limit on your kbps (like 56k modem), you won't be able to pull

down the necessary bandwidth for a lag-free game.

Now that you know this, you can now understand why 56k people don't lag a server. When you connect to the server, you tell it "I can handle 150000 kbps so lay it on me" and the server says "ok dude". It puts together 150000 kb per second and sends it to you. The 56k guy comes on and he says "Go easy on me I can only get 32000 kbps" and the server says "ok dude". So the server puts together 32000 kb per second and sends it to him. The server doesn't have to wait for the 56k guy's updates before you are sent yours. He might warp on your screen as his updates come in late, but he won't make everyone lag, and he won't make you lag. You and the server deal with your lag independently of the other players.

PING: Ping is a pretty easy factor. Rarely is ping lag caused by you OR the server. It's usually some router between you and the server that's busy. Most players won't notice ping lag until it's about 300+. High ping is sometimes caused when your little brother is leeching on Kazaa and taking all your bandwidth, and could be caused by the server being too busy to respond to pings (which usually means the SFPS is extremely low as well). Determining the cause of ping lag is beyond the scope of this post, and usually there's nothing you can do except find another server to play on.

Subject: Re: game.exe input parameters
Posted by [reborn](#) on Fri, 22 Dec 2006 15:13:33 GMT
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@darksnipa

No it doesn't need to be "rebuilt", and with a client scripts.dll modification it could work. But Game.exe does accept some input parameters like "+connect" or "+netplayername", this is how renegadeIP was made. I would much prefer this method for the purposes of what I am doing.

@Jerad2142

Thanks for that, however I am talking about connecting directly to the server. I wish to tell the game.exe when it is launched to set the bandwidth then.

Subject: Re: game.exe input parameters
Posted by [Cat998](#) on Fri, 22 Dec 2006 16:38:49 GMT
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Reborn, I already told you, such a command does not exist.

When you look into game.exe, you will see that the existing available renegade parameters are:

+PASSWORD
+PASS
+NetPlayerName
+NETPLAYERNAME
+connect
+CONNECT
NODX
GAMESPYSERVER=
STARTSERVER=
SLAVE
REGMOD=
MULTI
IP

However you can change the Renegade bandwidth settings in the registry, before running Renegade.
