
Subject: Problems with connection to server.

Posted by [JPNOD](#) on Mon, 19 Feb 2007 21:30:46 GMT

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I am making this post in behalf of a friend of my he's getting some odd lag. I already tried to help him out but he's still having the problem. The lag he is getting is really weird.

When he is in a tank for example and he presses E he will be exiting it a lot later. With that said you would say ping, kbps ecta. But that doesn't seem to be the problem as is ping is between 120 and 220. KBPS around 300. (settings LANT1)

The things he tried.

-Virus scan

- A image restore from a fresh Windows (So basically a reinstall only then a lot easier.)

- A firmware update on his router (Linksys)

Thing is none of these help and hes getting really desperate. It started from on day all of a sudden before that he wouldn't get any lag on that server. I told him it could be the ISP or him having packet loss but would that make sense at all? If so shouldn't that show up in a ping test to the server?.

- Things we didn't try

set_bw_budget_out

Could anyone typ the highest/ best output for this since he has a 1mbit/6mbit down connection.

(A modem straight into his pc (this would be the most expensive option unless he could lend it from someone.)

Some basic stuff which is pretty irrelevant but to stop questions which are not necessary

He plays on Renground or whatever its called (60 players)

Hardware spec's

Core2duoX6800

512mb ram

Asus P5W-DH

PCI Gbit lan

Creative audigy

Seagate 7k rpm 200gb in raid0 mode.

Windows XPSp2 with all the updates.

Just the XP firewall behind the Linksys.

I had some similar problems back in the days only that was ping-wise for me as I would just have a terrible ping on celebration days. This had to do with my provider when I switched to another provider the problem was fixed but I don't think switching provider is a option for him.

Something which I may have forgotten and could be the problem if so don't hesitate to reply

Thanks

Subject: Re: Problems with connection to server.
Posted by [Goztow](#) on Mon, 19 Feb 2007 21:35:32 GMT
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He plays on Renground or whatever its called (60 players) <- I'd say this is the problem.

What u describe seems a lot like packet loss. The server host needs to ask the host of the server to change the route but if he does that, others might get a bad route and packet loss, ...

Change servers, see if he still has problems.
