
Subject: F8 + Set Net Update rate
Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 21:55:33 GMT
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Ingame some British players said press f8 and type set net update or something like that to 30 and says it helps you kill way easier in an arty and someone said it did for them....

now idk how thats possible
but what is the highest i can set that number?
and what does it do exactly?

Subject: Re: F8 + Set Net Update rate
Posted by [Spoony](#) on Wed, 16 Apr 2008 22:03:06 GMT
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I'm not sure it actually affects you if you're the client, it might be a myth...

Subject: Re: F8 + Set Net Update rate
Posted by [EvilWhiteDragon](#) on Wed, 16 Apr 2008 22:08:54 GMT
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Spoony wrote on Thu, 17 April 2008 00:03 I'm not sure it actually affects you if you're the client, it might be a myth...
It does affect you, you do want to send as many updates as your connection can handle.
I suggest you try to set it to 30, and if you lag set it lower till you don't lag anymore. (Do this on a server where you normally don't lag)

Subject: Re: F8 + Set Net Update rate
Posted by [Goztow](#) on Thu, 17 Apr 2008 06:57:39 GMT
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Standard it's already set to 30, no?

Subject: Re: F8 + Set Net Update rate
Posted by [Carrierll](#) on Thu, 17 Apr 2008 08:23:51 GMT
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Goztow wrote on Thu, 17 April 2008 07:57 Standard it's already set to 30, no?

No, I think the client inherits it from the server (set it in server.ini). As each client has it's own connection, it makes sense that the client can change it's bandwidth allowance (sbbo) and net update rate (NUR).

Subject: Re: F8 + Set Net Update rate
Posted by [Ghostshaw](#) on Thu, 17 Apr 2008 08:38:04 GMT
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Client never reaches above 10 anyway.

-Ghost-

Subject: Re: F8 + Set Net Update rate
Posted by [Carrierll](#) on Thu, 17 Apr 2008 08:38:44 GMT
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Oh, that sucks.

Subject: Re: F8 + Set Net Update rate
Posted by [Ghostshaw](#) on Thu, 17 Apr 2008 08:41:33 GMT
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Not really, it doesn't need more. And thats only the amount of updates going from client to server. The other way around its usually easy at 30.

-Ghost-

Subject: Re: F8 + Set Net Update rate
Posted by [Renx](#) on Thu, 17 Apr 2008 19:49:16 GMT
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Be careful not to activate the hidden aimbot when doing this

Subject: Re: F8 + Set Net Update rate
Posted by [Carrierll](#) on Thu, 17 Apr 2008 19:54:36 GMT
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Renx wrote on Thu, 17 April 2008 20:49Be careful not to activate the hidden aimbot when doing this

The old bandwidth exploit or something else?

Subject: Re: F8 + Set Net Update rate
Posted by [Blazer](#) on Thu, 17 Apr 2008 20:58:58 GMT
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Opposite of the exploit. The exploit was setting your sbbo low so that everyone lagged...easy to snipe people who are just humping a wall on your screen....

... I've always found it odd and interesting that cheaters are willing to play a game in an all but unplayable state, just to get some sort of advantage.

Subject: Re: F8 + Set Net Update rate
Posted by [CarrierII](#) on Thu, 17 Apr 2008 21:07:02 GMT
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Yeah. I just find it sad lol.

Subject: Re: F8 + Set Net Update rate
Posted by [Jamie or NuneGa](#) on Thu, 17 Apr 2008 21:32:28 GMT
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there are quite a few things that you can do with f8, there is a funny one that can make vehicle wheels disappear, something like set_vehicle I think

Subject: Re: F8 + Set Net Update rate
Posted by [flyingfox](#) on Mon, 21 Apr 2008 23:48:14 GMT
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Nope, the command is 'toggle'. That toggles the W3D sorting, and visually removes some of the objects in the game without actually removing them from the map.

Some of the objects affected are:

the glass in the tunnels on C&C Islands
sakura's hair
some vehicle wheels
bullets from some weapons, like the ramjet and volt gun

Subject: Re: F8 + Set Net Update rate
Posted by [The Executor](#) on Wed, 23 Apr 2008 16:11:52 GMT
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I wonder why they got rid of sakuras hair? Insert funny joke here:_____

Subject: Re: F8 + Set Net Update rate
Posted by [CarrierII](#) on Wed, 23 Apr 2008 16:14:49 GMT
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Also seems to remove the blades from an apache (and therefore probably from a trans)

Subject: Re: F8 + Set Net Update rate
Posted by [The Executor](#) on Wed, 23 Apr 2008 16:17:19 GMT
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Then it makes the helicopter look gay.

Subject: Re: F8 + Set Net Update rate
Posted by [bisen11](#) on Fri, 25 Apr 2008 01:51:52 GMT
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Pressing f8 c enter. also helps get rid of some lag. I thin kthe full name is like client physics optimization or something.

Subject: Re: F8 + Set Net Update rate
Posted by [The Executor](#) on Fri, 25 Apr 2008 16:12:46 GMT
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No, that one increse's your FPS by about 7 "points". It updates the physical items on the client.

Subject: Re: F8 + Set Net Update rate
Posted by [bisen11](#) on Fri, 25 Apr 2008 18:25:56 GMT
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Lag isn't strictly defined through internet speed... And what's with this trying to find fault in everything someone says? It's really annoying.

Subject: Re: F8 + Set Net Update rate
Posted by [The Executor](#) on Mon, 28 Apr 2008 14:28:04 GMT
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I was not pointing fault or blame, I was just correcting him. Just trying to make sure that you people get the right info.

Subject: Re: F8 + Set Net Update rate
Posted by [Caveman](#) on Mon, 28 Apr 2008 14:35:55 GMT
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Well i've tried this F8 nur 30 thing for about a week now and I haven't noticed any improvement whatsoever.. So..I don't know.

Subject: Re: F8 + Set Net Update rate
Posted by [bisen11](#) on Mon, 28 Apr 2008 15:01:37 GMT
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Caveman wrote on Mon, 28 April 2008 10:35Well i've tried this F8 nur 30 thing for about a week now and I haven't noticed any improvement whatsoever.. So..I don't know.

Same here. Although, I think someone mentioned it works best on a server you aren't lagging much already on, which I haven't tried yet.
