Subject: What should my bandwidth settings be? Posted by GoTWhisKéY on Sun, 15 Nov 2009 16:17:41 GMT

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On a 1/2 meg upload, how many players can I host? This would be a clanwar server so it doesn't need much more then 8 or 10. (if it can even handle that).

In server.ini, should I leave 'bandwitdh up' set to automatically detect'? and should I set the NetUpdateRate to 10,20,25, or 30?

Thanks for the help.

Subject: Re: What should my bandwidth settings be? Posted by Goztow on Sun, 15 Nov 2009 17:02:14 GMT

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The higher the NUR, the lower the ping but also the more bandwith needed. That's why we put ours on 30.

If you have a 4v4 with NUR on 30, you should count on 120'ish kbit per person minimal. So that would need a 1 Mbit up.

I suggest you could run a 3v3'ish on 20'ish NUR. However, private connections aren't really made to host, they:

- * don't guarantee the half a Mbit upload, so that can cause lag
- * don't have dedicated routering, so some people will lag more than others
- * you shouldn't play on it yourself, as you'll have a near 0 ping advantage

I personally wouldn't recommend for it but if you do want to try it: trial and error will tell you what's the maximum you can get.

Good luck!

Subject: Re: What should my bandwidth settings be? Posted by CarrierII on Mon, 16 Nov 2009 19:10:28 GMT

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As an expansion on the 0 ping thing, you will have a ping that's still less than 2 if you run the FDS and connect from the same IP, especially if you have a router. It is beyond unfair to have 0 ping (In short, everyone is exactly where your screen says they are, and no matter how much they're lagging, you will have a seamless experience. It's kinda cool, but really really unfair. lol)

Subject: Re: What should my bandwidth settings be? Posted by GoTWhisKéY on Tue, 17 Nov 2009 14:45:52 GMT

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I get like 40-50 ping in it

Subject: Re: What should my bandwidth settings be? Posted by Goztow on Tue, 17 Nov 2009 14:48:46 GMT

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GoTWhisKeY wrote on Tue, 17 November 2009 15:45I get like 40-50 ping in it That's surely an error inside Renegade, rather than your real ping.