
Subject: crappy connection

Posted by [Khyron263](#) on Fri, 12 Feb 2010 04:45:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

o.k. gurus, got one for ya, I'm trying to setup a FDS and am having some lag issues and a low kbps. I have rented a VPS machine, have loaded nothing but renegadeFDM, brenbot <the latest> and a small IRC client. Clean install is only getting about 20-30 kbps in it. The sever.ini is set to the optimun settings that I have read here, and have even compaired it to another servers settings.

The speed on the machine is 7.4 MBps upstream and Down.

Quote:

```
; BandwidthUp =  
;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.  
;  
; Set to 1500000 for a 32 player game  
; Set to 750000 for a 16 player game  
; Set to 250000 for an 8 player game  
;  
; Make sure you don't set the Bandwidth number to be higher than your  
; actual available bandwidth or gameplay performance will be poor.
```

```
BandwidthUp = 1500000
```

i have set this to 0 - what you see now and all numbers in between.

Quote:

```
; NetUpdateRate =  
;  
; Set this to control the frequency of network updates sent to clients. This  
; is the number of updates sent per second. Higher values increase network  
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30  
; range. As you increase NetUpdateRate the values set for BandwidthUp must  
; also scale accordingly. The default is 10.
```

```
NetUpdateRate = 30
```

any ideas? Thanks.

Subject: Re: crappy connection
Posted by [Goztow](#) on Fri, 12 Feb 2010 07:30:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Clean install is only getting about 20-30 kbps in it.With how many players? If there's only a few players, then 20-30 kbps is perfectly normal. The more action, the more the kbps will go up.

What kind of lag do you experience? Is SFPS and ping stable?

Subject: Re: crappy connection
Posted by [Khyron263](#) on Fri, 12 Feb 2010 14:15:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, i figured it would be about 24 players to start, nothing much. I have experienced a few "warps" but I guess i was benchmarking the wrong thing. If I understand correctly the kbps will only go higher if there is more of a demand from more players?

The SFPS and Ping seem good, ping seems to hover around 130 for me, not too bad. FSFPS is 60, FPS is 60

maybe I need to work on getting the ping down?

Subject: Re: crappy connection
Posted by [Goztow](#) on Fri, 12 Feb 2010 14:36:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

If NUR is maxed (so 30), there's nothing you can do to work on ping. A VPS is usually not too great at handling game servers all together either because it shares performance between different users, while RenFDS needs all the CPU it can get.

Subject: Re: crappy connection
Posted by [Khyron263](#) on Fri, 12 Feb 2010 14:55:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, I was afraid of that Thanks for the tips, im going to see what I can do.

Subject: Re: crappy connection
Posted by [Lone0001](#) on Fri, 12 Feb 2010 16:21:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd try starting at a 10 player server, with how many unused servers there are now I doubt you'd even get 10 players.

Subject: Re: crappy connection
Posted by [Khyron263](#) on Fri, 12 Feb 2010 23:18:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

you may be right, but there are not many new maps servers out with any bells and whistles, thats what im working on.

if I get 10 i'll be happy, im bored with the same old maps. and I figured i would work on this a bit before i left renegade

Subject: Re: crappy connection
Posted by [Gen_Blacky](#) on Sun, 21 Mar 2010 08:02:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea vps suck for hosting game servers. There are so many factors that can cause lag on a game server that's on a vps "shares performance between different users". Even if the vps meets 10x times over the requirements to run the server. I would recommend getting a dedicated server but if you don't have the money just deal with the lag . I run a renegade server on a vps and it's the worst thing ever lol.
