Subject: How to play online now?
Posted by Peshmerga*n1* on Mon, 03 Oct 2011 19:54:31 GMT
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hello everybody,

i just installed TT 4.0 on my pc.. but now Resurrection doesent let join a game = error binkw32.dll couldnt be found bla bla ...

now i dont know how to play online and as you all know the westwood servers in renegade (ingame menu) are offline so how can I join a game?

i used 3.4. before update to 4.0

greetz

Subject: Re: How to play online now?
Posted by Caveman on Mon, 03 Oct 2011 22:29:55 GMT
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Use this

 http://renlist.n00b.hk/download/RenList.1.0.5.zip

When you run it goto settings and where it asks for game location point it to the launcher.exe that's in your ren folder.

Subject: Re: How to play online now?
Posted by Sean on Tue, 04 Oct 2011 08:22:08 GMT
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Peshmerga*n1* wrote on Mon, 03 October 2011 12:54hello everybody,

i just installed TT 4.0 on my pc.. but now Resurrection doesent let join a game = error binkw32.dll couldnt be found bla bla ...

now i dont know how to play online and as you all know the westwood servers in renegade (ingame menu) are offline so how can I join a game?

i used 3.4. before update to 4.0

greetz

Uninstall Renegade Ressurection first, then download RenList which Caveman kindly listed.

If both fail, reinstall renegade, download the 1.037 patch - then download 4.0 - then Renlist (assuming you want it).

Subject: Re: How to play online now?
Posted by Peshmerga*n1* on Tue, 04 Oct 2011 09:13:46 GMT
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ok i will follow this and will post if it helps..

Subject: Re: How to play online now?
Posted by Peshmerga*n1* on Tue, 04 Oct 2011 11:19:49 GMT
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sorry for new post .. didnt found the edit button

ok thsi RenList-App works fine but now i got tt 4.0 and it lags like helll , even on a 7 player game in atomix and on st0rm with ~10 players ill lag , my pc is good I think and my connection is good enough to play lagless.

so what to do to solve this problem?

greetz

Subject: Re: How to play online now?
Posted by EvilWhiteDragon on Tue, 04 Oct 2011 11:29:08 GMT
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Ingame: F8 sbbo <your connectionspeed in bits>

Subject: Re: How to play online now?
Posted by Caveman on Tue, 04 Oct 2011 11:34:47 GMT
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Try disabling vsync.

Esc > Options > Extended Options > Turn off vsync.

It seems to help a few people.

Subject: Re: How to play online now?
Posted by EvilWhiteDragon on Tue, 04 Oct 2011 12:01:50 GMT
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Caveman wrote on Tue, 04 October 2011 13:34Try disabling vsync.

Esc > Options > Extended Options > Turn off vsync.

It seems to help a few people.
I haven't seen people fixing their network with disabling vsync, besides that it would be odd if it'd change anything in regard to actual lag. FPS drops etc. could be caused by this however.

Subject: Re: How to play online now?
Posted by Caveman on Tue, 04 Oct 2011 12:04:19 GMT
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He didn't say it was network related lag.

Some people have reported that you get 'stickiness' when leaving vsync turned on and turning it off makes it 100x better.

For me I dont like at all, vsync on/off and I leave my sbbo alone.

Subject: Re: How to play online now?
Posted by Peshmerga*n1* on Tue, 04 Oct 2011 12:27:27 GMT
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that didnt helped me guys

any other solutions?

Subject: Re: How to play online now?
Posted by StealthEye on Tue, 04 Oct 2011 12:53:21 GMT
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What did you put as sbbo value?

Subject: Re: How to play online now?
Posted by Peshmerga*n1* on Tue, 04 Oct 2011 12:56:27 GMT
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i have a 16k (16.000 k/bits) connection so I put 16000 in

---

i just recorded this lag :

http://www.youtube.com/watch?v=sr5jWuV3jXc

ok i now put sbbo = 131072000 in and it works a bit better...

Subject: Re: How to play online now?
Posted by StealthEye on Tue, 04 Oct 2011 14:02:36 GMT
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16 kpbs? That doesn't sound very likely (since that would be worse than ancient dial-up modems).
I'm guessing you meant 16 Mbps. Try sbbo 10000000 or do a speed test, multiply the download
speed Mbps value by 800000 (80% of one million) and put that number as sbbo value (you may
round it to a more convenient number with one or two significant digits). What did you base
131072000 on?

Subject: Re: How to play online now?
Posted by EvilWhiteDragon on Tue, 04 Oct 2011 14:05:37 GMT
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131072000 is exactly 100 Mbit/s. So indeed, it should be say 10000000 to 16000000.

Subject: Re: How to play online now?
Posted by Peshmerga*n1* on Tue, 04 Oct 2011 14:56:13 GMT
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ok i made a new speedtest and got :

DOWNLOAD : 5.700 kbit/s = (713 kByte/s)
UPLOAD   :   904 kbit/s = (113 kByte/s)

and used this site

-> http://www.fischerclan.de/byte_umrechner.html <-

to convert it into bites , so I got 5840896 bits.

loosk a bit poor ... lol

i will try the new value

----

ok using the new value helped me a bit, thanks guys

Subject: Re: How to play online now?
Posted by Caveman on Tue, 04 Oct 2011 22:08:31 GMT
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This sbbo problem really needs to be fixed. You can't expect everyone to set this everytime they join a server, TT should either auto detect or have a option to set it for everytime you join.

Then again when I join a server I don't use sbbo and having vsync on and off makes no difference, I don't get any lag at all.

Subject: Re: How to play online now?
Posted by StealthEye on Wed, 05 Oct 2011 01:24:20 GMT
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I think that there is already a bandwidth test, also, the sbbo value afaik comes from the settings in the WOL menu, although I'm not sure what values it uses when using direct connect. From the reports, it seems that the defaults are fine for the majority of people. Also note that servers often automatically enforce a certain minimum bandwidth.

Yes, it should automatically throttle the value (it throttles down automatically if it is set too high already), however this has to be done very carefully and well tested in order not to introduce extra lag. I'm planning to work on this for the release after the next one.

Subject: Re: How to play online now?
Posted by Goztow on Wed, 05 Oct 2011 06:55:09 GMT
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Direct connect also performs the bandwith test but I used to always cancel it.

Subject: Re: How to play online now?
Posted by Omar007 on Wed, 05 Oct 2011 07:59:01 GMT
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I just have it on LAN/T1 in the WOL settings menu.
I also have to add that I just use WOL to connect to servers.

Subject: Re: How to play online now?
Posted by EvilWhiteDragon on Wed, 05 Oct 2011 08:08:02 GMT
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Caveman wrote on Wed, 05 October 2011 00:08This sbbo problem really needs to be fixed. You can't expect everyone to set this everytime they join a server, TT should either auto detect or have a option to set it for everytime you join.

Then again when I join a server I don't use sbbo and having vsync on and off makes no difference, I don't get any lag at all.
You only need to set it once already, which I said. I'm not sure why you'd want to reset it every time? Only way that happens is when a serverowner bluntly forces that value on all clients. It could do that on pre-TT, but now it does not work well.

Subject: Re: How to play online now?
Posted by Caveman on Wed, 05 Oct 2011 08:39:36 GMT
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EvilWhiteDragon wrote on Wed, 05 October 2011 09:08Caveman wrote on Wed, 05 October 2011 00:08This sbbo problem really needs to be fixed. You can't expect everyone to set this everytime they join a server, TT should either auto detect or have a option to set it for everytime you join.

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You only need to set it once already, which I said. I'm not sure why you'd want to reset it every time? Only way that happens is when a serverowner bluntly forces that value on all clients. It could do that on pre-TT, but now it does not work well.

Well thats not true... If I force my client to ghost using sbbo and leave when I rejoin the bandwidth gets reset to what the 'default' was. So if you recommend setting your client to your connection speed, each time you rejoin a server you will have to change it again.

Server owners use to force your client to a minimum if you set it too low (or if WOL did) this was usually 56000 (56k). This was to stop people abusing sbbo to make people ghost into walls.

I haven't seen the 'Testing bandwidth' message in years, unless it happens so fast that I dont even notice it since from pressing connect in RenIP, I join the server within 5 seconds.