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Subject: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [snpr1101](#) on Sat, 26 May 2012 11:32:54 GMT

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Hi. I was wondering if anyone could provide some insight, or give some advice as to what can be done about this.

Basically, my ping on Jelly Marathon always hovers at 300+. Yet my connection to other servers for other games in the US is nearer to 200. Trying to snipe on Jelly is just god awful, it literally is like playing whack-a-mole. Yet I've played on other Rene servers with 300 ping, and it's smooth as anything. My KBPS remains constant, but it seems like there is packet loss or something else to blame due to the sporadic movement of the players. Some packet loss is seen in the tracerts.

I realise this will be probably be scoffed at due to the sheer amount of variables that can influence ping times. Routing, server locations, differences in quality of the servers etc etc. However, I feel my ping should be lower.

The two game servers I tested between are Jelly and League of legends. If I'm not mistaken, Jelly's is hosted in Dallas, and LoL in Santa Monica (Half the country away from each other - 3 more hops)

My questions are:

1. Why is hop 14 always missed to jelly?
2. Is network congestion to blame for the large variation in packet times?
3. What can I do about this?

Tracerts to Jelly:

Toggle Spoiler

Tracing route to jelly-server.com [174.36.116.30]

over a maximum of 30 hops:

```
 1  3 ms   5 ms   9 ms  192.168.0.1
 2  55 ms  114 ms  70 ms  172.18.112.173
 3  75 ms  124 ms  96 ms  172.18.69.214
 4  70 ms  122 ms  112 ms 172.18.241.105
 5  85 ms  81 ms   77 ms Bundle-Ether10-woo10.Brisbane.telstra.net [110.142.226.13]
 6 182 ms  107 ms  85 ms Bundle-Ether3.woo-core1.brisbane.telstra.net [203.50.11.52]
 7 159 ms  116 ms  153 ms Bundle-Ether11.chw-core2.Sydney.telstra.net [203.50.11.70]
 8 116 ms  132 ms  137 ms Bundle-Ether4.ken-core4.Sydney.telstra.net [203.50.6.41]
 9 101 ms  76 ms  115 ms Bundle-Ether1.pad-gw2.Sydney.telstra.net [203.50.6.29]
10  66 ms  72 ms  100 ms 203.50.13.118
11  69 ms  150 ms  139 ms i-0-3-4-0.sydp-core01.bi.telstraglobal.net [202.84.221.221]
12 219 ms  226 ms  287 ms i-0-2-2-0.1wlt-core01.bx.telstraglobal.net [202.84.144.221]
13 273 ms  300 ms  283 ms i-2-1.tlot03.bi.telstraglobal.net [202.84.251.185]
14  *      *      *      Request timed out.
15  *      *      *      Request timed out.
```

```
16 410 ms 389 ms 309 ms ae0.dar01.sr01.dal01.networklayer.com [173.192.18.253]
17 371 ms * 322 ms po2.fcr04.sr05.dal01.networklayer.com [66.228.118.218]
18 297 ms 340 ms 326 ms jelly-server.com [174.36.116.30]
```

Trace complete.

Tracing route to jelly-server.com [174.36.116.30]  
over a maximum of 30 hops:

```
 1  2 ms  1 ms  1 ms 192.168.0.1
 2 68 ms 57 ms 54 ms 172.18.112.173
 3 54 ms 55 ms 61 ms 172.18.69.214
 4 57 ms 51 ms 58 ms 172.18.241.105
 5 69 ms 63 ms 62 ms Bundle-Ether10-woo10.Brisbane.telstra.net [110.142.226.13]
 6 92 ms 83 ms 58 ms Bundle-Ether3.woo-core1.brisbane.telstra.net [203.50.11.52]
 7 69 ms 72 ms 86 ms Bundle-Ether11.chw-core2.Sydney.telstra.net [203.50.11.70]
 8 115 ms 76 ms 102 ms Bundle-Ether4.ken-core4.Sydney.telstra.net [203.50.6.41]
 9 79 ms 82 ms 91 ms Bundle-Ether1.pad-gw2.Sydney.telstra.net [203.50.6.29]
10 69 ms 74 ms 75 ms 203.50.13.118
11 72 ms 61 ms 61 ms i-0-3-4-0.sydp-core01.bi.telstraglobal.net [202.84.221.221]
12 212 ms 209 ms 210 ms i-0-2-2-0.1wlt-core01.bx.telstraglobal.net [202.84.144.221]
13 255 ms 253 ms 255 ms i-2-1.tlot03.bi.telstraglobal.net [202.84.251.185]
14 * * * Request timed out.
15 360 ms 289 ms 287 ms ae19.bbr01.eq01.dal03.networklayer.com [173.192.18.140]
16 299 ms 288 ms 290 ms ae0.dar01.sr01.dal01.networklayer.com [173.192.18.253]
17 284 ms 286 ms 285 ms po2.fcr04.sr05.dal01.networklayer.com [66.228.118.218]
18 287 ms 287 ms 288 ms jelly-server.com [174.36.116.30]
```

Trace complete.

Tracing route to jelly-server.com [174.36.116.30]  
over a maximum of 30 hops:

```
 1  2 ms  2 ms  2 ms 192.168.0.1
 2 134 ms 155 ms 91 ms 172.18.112.173
 3 65 ms 60 ms 92 ms 172.18.69.214
 4 115 ms 94 ms 65 ms 172.18.241.105
 5 79 ms 63 ms 119 ms Bundle-Ether10-woo10.Brisbane.telstra.net [110.142.226.13]
 6 91 ms 57 ms 99 ms Bundle-Ether3.woo-core1.brisbane.telstra.net [203.50.11.52]
 7 166 ms 191 ms 297 ms Bundle-Ether11.chw-core2.Sydney.telstra.net [203.50.11.70]
 8 98 ms 265 ms 154 ms Bundle-Ether4.ken-core4.Sydney.telstra.net [203.50.6.41]
 9 80 ms 133 ms 110 ms Bundle-Ether1.pad-gw2.Sydney.telstra.net [203.50.6.29]
10 106 ms 118 ms 84 ms 203.50.13.118
11 91 ms 109 ms 73 ms i-0-3-4-0.sydp-core01.bi.telstraglobal.net [202.84.221.221]
12 217 ms 246 ms 254 ms i-0-2-2-0.1wlt-core01.bx.telstraglobal.net [202.84.144.221]
13 324 ms 304 ms 309 ms i-2-1.tlot03.bi.telstraglobal.net [202.84.251.185]
14 * * * Request timed out.
15 511 ms 411 ms * ae19.bbr01.eq01.dal03.networklayer.com [173.192.18.140]
```

```
16 469 ms 344 ms 339 ms ae0.dar01.sr01.dal01.networklayer.com [173.192.18.253]
17 325 ms 422 ms * po2.fcr04.sr05.dal01.networklayer.com [66.228.118.218]
18 453 ms 432 ms 349 ms jelly-server.com [174.36.116.30]
```

Trace complete.

Tracerts to LoL server:

Toggle Spoiler

Tracing route to 216.133.234.244 over a maximum of 30 hops

```
 1  3 ms  3 ms  1 ms 192.168.0.1
 2 593 ms 547 ms 194 ms 172.18.112.173
 3  74 ms 126 ms 119 ms 172.18.69.214
 4 190 ms 176 ms 143 ms 172.18.241.105
 5 270 ms 116 ms 137 ms Bundle-Ether10-woo10.Brisbane.telstra.net [110.142.226.13]
 6 612 ms 694 ms 391 ms Bundle-Ether3.woo-core1.brisbane.telstra.net [203.50.11.52]
 7 401 ms 604 ms 622 ms Bundle-Ether11.chw-core2.Sydney.telstra.net [203.50.11.70]
 8 657 ms 485 ms 164 ms Bundle-Ether1.oxf-gw2.Sydney.telstra.net [203.50.6.90]
 9  81 ms 197 ms 103 ms TenGigabitEthernetx-0.syd-core04.Sydney.reach.com
[203.50.13.18]
10  76 ms 165 ms 106 ms i-0-5-4-0.sydo-core02.bi.telstraglobal.net [202.84.220.189]
11 226 ms 246 ms 253 ms i-0-3-0-0.1wlt-core01.bx.telstraglobal.net [202.84.140.222]
12 256 ms 254 ms 300 ms i-3-4.eq1a01.bi.telstraglobal.net [202.84.251.154]
13 324 ms 260 ms 280 ms gblx-peer.eq1a01.pr.telstraglobal.net [134.159.63.202]
14 265 ms 470 ms 257 ms INTERNAP.te1-4.ar4.LAX1.gblx.net [64.215.30.78]
15 218 ms 266 ms 238 ms border1.po2-20g-bbnet2.lax010.pnap.net [216.52.255.103]
16 * * * Request timed out.
17 * * * Request timed out.
18 * * * Request timed out.
19 * * * Request timed out.
20 * * * Request timed out.
21 * * *
```

Tracing route to 216.133.234.244 over a maximum of 30 hops

```
 1  3 ms  3 ms  2 ms 192.168.0.1
 2  57 ms  55 ms  52 ms 172.18.112.173
 3  50 ms  51 ms  49 ms 172.18.69.46
 4  65 ms  58 ms  59 ms 172.18.241.105
 5  66 ms  83 ms  72 ms Bundle-Ether10-woo10.Brisbane.telstra.net [110.142.226.13]
 6  90 ms  67 ms  70 ms Bundle-Ether3.woo-core1.brisbane.telstra.net [203.50.11.52]
 7  65 ms  74 ms  67 ms Bundle-Ether11.chw-core2.Sydney.telstra.net [203.50.11.70]
 8 100 ms  78 ms  73 ms Bundle-Ether1.oxf-gw2.Sydney.telstra.net [203.50.6.90]
 9  75 ms  75 ms  68 ms TenGigabitEthernetx-0.syd-core04.Sydney.reach.com
[203.50.13.18]
10  83 ms  75 ms  76 ms i-0-5-4-0.sydo-core02.bi.telstraglobal.net [202.84.220.189]
```

```
11 209 ms 208 ms 254 ms i-0-3-0-0.1wlt-core01.bx.telstraglobal.net [202.84.140.222]
12 251 ms 257 ms 252 ms i-3-4.eqla01.bi.telstraglobal.net [202.84.251.154]
13 224 ms 225 ms 223 ms gblx-peer.eqla01.pr.telstraglobal.net [134.159.63.202]
14 215 ms 218 ms 218 ms INTERNAP.te1-4.ar4.LAX1.gblx.net [64.215.30.78]
15 244 ms 219 ms 216 ms border1.po2-20g-bbnet2.lax010.pnap.net [216.52.255.103]
16 * * * Request timed out.
17 * * * Request timed out.
18 * * * Request timed out.
19 * * * Request timed out.
20 * * * Request timed out.
```

Tracing route to 216.133.234.244 over a maximum of 30 hops

```
 1  3 ms  2 ms  2 ms 192.168.0.1
 2 61 ms 118 ms 123 ms 172.18.112.173
 3 85 ms  78 ms  92 ms 172.18.69.46
 4 76 ms  59 ms  70 ms 172.18.241.105
 5 145 ms 128 ms 106 ms Bundle-Ether10-woo10.Brisbane.telstra.net [110.142.226.13]
 6  60 ms  63 ms  86 ms Bundle-Ether3.woo-core1.brisbane.telstra.net [203.50.11.52]
 7  75 ms  68 ms  70 ms Bundle-Ether11.chw-core2.Sydney.telstra.net [203.50.11.70]
 8  69 ms  69 ms  71 ms Bundle-Ether1.oxf-gw2.Sydney.telstra.net [203.50.6.90]
 9  69 ms 104 ms  65 ms TenGigabitEthernetx-0.syd-core04.Sydney.reach.com
[203.50.13.18]
10  74 ms  72 ms  76 ms i-0-5-4-0.sydo-core02.bi.telstraglobal.net [202.84.220.189]
11 206 ms 214 ms 218 ms i-0-3-0-0.1wlt-core01.bx.telstraglobal.net [202.84.140.222]
12 257 ms 269 ms 261 ms i-3-4.eqla01.bi.telstraglobal.net [202.84.251.154]
13 224 ms 285 ms 234 ms gblx-peer.eqla01.pr.telstraglobal.net [134.159.63.202]
14 222 ms 221 ms 234 ms INTERNAP.te1-4.ar4.LAX1.gblx.net [64.215.30.78]
15 216 ms 231 ms 215 ms border1.po2-20g-bbnet2.lax010.pnap.net [216.52.255.103]
16 * * * Request timed out.
17 * * * Request timed out.
18
```

Grateful to anyone who goes through this and offers any advice.

Thanks.

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [ehhh](#) on Sat, 26 May 2012 11:37:42 GMT  
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The answer would probably be renegade.

I get around 180-200 ping in renegade, 90-120 in other games.

---

Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [Jamie or NuneGa](#) on Sat, 26 May 2012 11:39:46 GMT  
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ehhh wrote on Sat, 26 May 2012 12:37The answer would probably be renegade.

I get around 180-200 ping in renegade, 90-120 in other games.

American server on cod - 80 east coast, 120 west coast... Ren on the other hand

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [iRANian](#) on Sat, 26 May 2012 12:26:12 GMT  
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---

Jelly's server is shit, I generally get 40~ less ping on other USA servers. I also get twice the KBPS on NS, did you try checking that too? And yeah trying to hit infantry on Jelly is terrible, USA based players will be able to hit you before they even appear on your screen if both players don't see each other yet. :/

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [liquidv2](#) on Sat, 26 May 2012 15:19:29 GMT  
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---

isn't that how lag works? the player with a higher delay will see things after they physically happen? you sound surprised

---

---

Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [iRANian](#) on Sat, 26 May 2012 15:26:33 GMT  
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---

yeah but it's only supposed to be 0.1 (assuming 200 ping) seconds after the other player did, while on jelly it's more like a whole second. Happens quite a bit that I get shot at before on my screen I move in the open. :/

---

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [Xpert](#) on Sat, 26 May 2012 20:32:44 GMT  
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---

Me and Jelly run the same type of box. I'm just going to assume bandwidth settings are set wrong.

---

I can play fine in Jelly but then again I'm in the US.

---

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [iRANian](#) on Sat, 26 May 2012 20:36:57 GMT

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yeah i've always been mystified about that because you couldn't tell that they're hosted in the same room, i get a bit more sliding on atomix but a lot less warp, never checked the in-game kbps at similar player counts, the jelly lag issue happens even with less than 20 players and a constant 200-220 ping

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [Major-Payne](#) on Sat, 26 May 2012 20:45:59 GMT

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i've gotten so used to playing with the lag that when we had the ren birthday thing in a european server i couldnt hit shit

---

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [iRANian](#) on Sat, 26 May 2012 20:55:49 GMT

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yeah i get that too, it's just weird

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [Jamie or NuneGa](#) on Sat, 26 May 2012 23:04:01 GMT

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Xpert wrote on Sat, 26 May 2012 21:32Me and Jelly run the same type of box. I'm just going to assume bandwidth settings are set wrong.

I can play fine in Jelly but then again I'm in the US.

and yet ---

Screw you a00!

Nothing personal intended.

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [EvilWhiteDragon](#) on Sat, 26 May 2012 23:06:30 GMT

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Jelly could have set the Netupdaterate (nur) lower than Atomix. This makes a notable difference.

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [liquidv2](#) on Sun, 27 May 2012 00:15:23 GMT

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possibly

and for the record, a00 has sat empty for years now

not sure why people still think hostnames are everything; if that were so Exodus would have gotten off the ground

---

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [snpr1101](#) on Sun, 27 May 2012 00:56:54 GMT

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Thanks for the replies so far. It seems like there are a lot of people who experience the same lag, maybe there is something slightly amiss on Jelly's end.

I'm no network engineer, but I think my ISP has to take some of the blame / shitty infrastructure. As you all know, Australia isn't exactly ahead of the competition in terms of Broadband infrastructure. The massive variation in packet times throughout the tracert can only be attributed to congestion or some other malfunction on their end.

However, I still think that player movement / lag should be better on Jelly. I just want to find out why.

I might post this on Jelly forums, see if I can catch the attention of someone who runs the server.

I might fraps a section of gameplay, and see if KBPS drops when everything goes to hell.

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [liquidv2](#) on Sun, 27 May 2012 01:26:50 GMT

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you most certainly should post on Jelly

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [ballstein](#) on Sun, 27 May 2012 04:29:32 GMT

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liquidv2 wrote on Sat, 26 May 2012 18:26you most certainly should post on Jelly

Liquid, I haven't been able to get on Jelly's website in about a week or so....what the fuck man?  
lol

(My laptop died about a week ago as well so I'm using my computer built circa 2001 so that probably has a lot to do with the bs, but I can't access it with my phone either and I've been able to do that for years now)

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [Areilius](#) on Sun, 27 May 2012 08:45:10 GMT

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iRANian wrote on Sun, 27 May 2012 01:26Happens quite a bit that I get shot at before on my screen I move in the open. :/

Even worse is when you snipe someone, but they don't actually die until they've moved behind a wall. Your target is then 100% sure that you are hacking

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---

Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.  
Posted by [Major-Payne](#) on Sun, 27 May 2012 08:47:49 GMT

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---

liquidv2 wrote on Sat, 26 May 2012 17:15possibly

and for the record, a00 has sat empty for years now  
not sure why people still think hostnames are everything; if that were so Exodus would have gotten off the ground

lol exodus died because when we were on our peak and had the server filled 50/50 in the first week we had a retard bipolar mod called stallion david who started banning people like rohirrim which basically emptied out the server even more quickly than crimson could have done with the info she got from using old n00bstories passwords to get into the admin section of the exodus forums

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Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [halo2pac](#) on Mon, 28 May 2012 04:13:29 GMT

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Suck my 30-50 ping mofos in Counter Strike Source.

My friends get 15 ping with a 30 player server.

---

Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [Ethenal](#) on Mon, 28 May 2012 04:39:25 GMT

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---

Major-Payne wrote on Sun, 27 May 2012 03:47liquidv2 wrote on Sat, 26 May 2012 17:15possibly

and for the record, a00 has sat empty for years now

not sure why people still think hostnames are everything; if that were so Exodus would have gotten off the ground

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Nah, I'm pretty sure it was for the reason liquid stated. Don't get me wrong I'm sure that guy helped (who I had totally forgotten existed until just now), but it barely lasted two weeks of activity on the AOW (the modified servers have always done better than the aow ever did ironically).

---

Subject: Re: Why is my connection to Jelly Server garbage? Tracerts included.

Posted by [Tiesto](#) on Thu, 31 May 2012 21:00:08 GMT

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Ethenal wrote on Mon, 28 May 2012 05:39Major-Payne wrote on Sun, 27 May 2012 03:47liquidv2 wrote on Sat, 26 May 2012 17:15possibly

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---

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