
Subject: Renegade Console Thing

Posted by [flyingfox](#) on Tue, 12 Apr 2005 20:46:44 GMT

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There is a command that comes with the game, sbbo, that manually changes your connection rate. however when you type sbbo into the console it doesn't autocomplete or give any indication it is a real command until you've put in the full command and hit enter..

I use it to set the rate to 2560000 (sbbo 2560000, note the extra 0 at the end). that's about a cable connection, which is 256kbps in kilobits, but renegade's autodetect is really inaccurate. I think some people use that command to set their rate very low, which [and i haven't tried] probably causes high KBPS. The higher the KBPS, the more lag....especially if the host of a game, on a non dedicated server, has a high KBPS.

let's say I was to host a 32 player game from my own PC....when it got to the fifth player, my KBPS would likely go above 50. i've found that a KBPS higher than about 50 has people complaining about lag problems... and if 10 or 11 people were to join, the game would lag very badly and eventually disconnect from WOL or (the more probable outcome) many players would be automatically disconnected from the server to bring down the player count to something the connection can handle.

oh and you also asked about irregularities. well, i'll start off by saying it isn't always the player's fault. When I joined 32player games with my old 56k, i'd see people lagging into walls and the like. they weren't really there, and would disappear after a moment, but while they were I was able to shoot them. let's say I shot them with a rifle or something...they'd disappear from my screen and it would update me with where they actually were again. But the problem comes with insta-kill guns like the sniper rifle....you can kill these "lagging ghosts" if you snipe them in the head. they'll disappear after the shot but will die wherever they really are.

The same thing happens with deliberate lagggers, but you can tell if they're doing it when you die in an empty place, or by someone you knew couldn't see you at the time. for example in a tunnel... I wouldn't flip off the bat and say "LAG HACKER" because it might just have been a rare occurence on their computer. but if it continues to happen they either have 56k or are deliberately making their game lag. At that point you should ask them to leave because of the lag.....if they don't, they should be prepared to be kicked.
