
Subject: Dial Up.....blah!

Posted by [Ripintou](#) on Fri, 06 Jun 2003 20:16:54 GMT

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Satelite, DSL, Microwave, Cox Digital Cable (CDC) and blah..Dial-Up. All these connections have different transmit and recieve rates, everyone claims theirs is the best but your issue is with your blah....dial-up. Dial-up at a max you may get 44,000kps but mostly it will range from 28,000 to 42.000kbs regardless it is slow compared to all the other connections offered. At best you ping is probably between 230 to 400 anything above this you don't need to be in a game with more than 16 players. When the action increases you will see your ping go higher even reaching as much as 3000, this doesn't just cause you to lag but all others in the room regardless of how many in room. Then everone just complains and says 'Who the hell is in here on dial-up', you have now been discovered! Some Hosts will let you stay and some will boot you.

See it's all about distance (a measurement between two points). Dial-up is on the ole copper wire. For best reception on most dial-ups it is good to be less than 10,000 feet from the server, if your more than that from your server the lag time increases alot. When your ping increases this is the time where you start loosing information and when too much is lost your connection will break.

If you still loose connection in small rooms then there maybe more than one dial-up person there. Considering that most DSL or CDC get a ping range of 15 to 50 per person, this allows more to be in a room with little lag. With say 4 dial-ups in a room pulling a 230 ping each that is equivelent to about 20 DSL/CDC per dial-up. So if there are 4 dial-ups in a 4 player room they would get as much lag as a game with 80 players (all DSL/CDC).

There is no way to increase your speed rate or whatever, that's just the way it is. There is only one way for a dial-up and that's what they call "Shotgun". Its when you have 2 modems, one to recieve data and the other to send data. But most servers don't offer the service.

The only solution is: GO HIGH SPEED if possible.

Rippin'
