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Subject: can some one PLEASE explain this  
Posted by [Squiddley](#) on Wed, 18 Jun 2003 08:52:43 GMT  
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I think this was covered in some depth a long time ago, but it boiled down to something wrong with the way in which the program "detects" and handles connection speeds. (Putting aside any net congestion or ISP problems) If that's wrong, then I'm sure someone'll come along and set things straight.

Despite having an ISP that claims speeds "up to" 10Mbps, the program frequently detects between 56k & ">4M" speeds. In-game pings are always much higher than reported in the server selection screen. Gameplay is best when I use a manually set 56k speed e.g. driving and movement is more responsive and seems "real-time".

Sorry no answers, but I hope it explains...something

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