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Subject: Re: Bandwidth usage

Posted by [EvilWhiteDragon](#) on Thu, 10 Jan 2008 12:55:12 GMT

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second, so a minute is 3360kb (approx 3.36 mb).

So half an hour of testing would be approx 100000kb (approx 100mb)

Does this have to be doubled because I'm hosting the server? (The information is sent and received)

Would be a lot easier, cheaper and faster if I can set up a fake WOL on my computer and use a LoopBack connection. In fact I might ask XWIS.

EDIT: No wonder I burst my 2gb cap last month!

you can use directconnect and set your server to LAN... That should work.. Though I think that all remotely smart routers will rout your connection just in your LAN, if windows doesn't do that automatically already.

Please explain that in laymans terms.

What setting do I have to edit?

I'll give it a go...

You set the server to lan mode in the server.ini

then you'll have to make a new shortcut to the game2.exe or game.exe (game2 if you're using renguard). The link should be edited to something like %renegadedir%/game2.exe +connect <lan\_ip\_of\_the\_server>:<serverport> +netplayername "<nickname>" +multi

For example:

C:\Games\Renegade\game2.exe +connect 192.168.1.10:4848 +netplayername "EvilWhiteDragon" +multi

If your server runs on 192.168.1.10 and on port 4848...

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