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Subject: Re: Auto Instant SS on kill?

Posted by [EvilWhiteDragon](#) on Fri, 08 Jan 2010 20:43:06 GMT

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The idea now is that we will make it so that the server (so a mod or admin depending on a regulator) can request a screenshot at any time.

This screenshot will be uploaded to a website/ftp server (unsure here) which can then be viewed by people having access to that site/ftp.

As for bandwidth, normal renegade doesn't use more than 10KB/s on average, but this might be increased with TT (because of better netcode that uses more bandwidth to be more accurate/less laggy). A JPG could be done, but the size depends on the quality, complexity of the image and of course the screenresolution. Say it would be 500KB, then on a connection with 0,5Mbit/s upload it would take 10 seconds to uploading, when nothing else is uploaded. Now since we don't want to interrupt the gameplay (because to upload it in 10s we need to use all bandwidth for the screenshot) we would have to limit the upload speed for the screenshot. Say we need 5KB/s to upload normal game data, then it would already mean that uploading one screenshot would take more than 11 seconds.

The 0.5Mbit/s upload isn't that uncommon, though it could of course be more, but also less. We need to take this into account and not over request screenshots.

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