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Subject: Re: Auto Instant SS on kill?

Posted by [StealthEye](#) on Sun, 10 Jan 2010 10:43:05 GMT

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Caveman wrote on Sat, 09 January 2010 15:16 If you're playing game and you try to send anything to anyone it takes priority. Try it. Go play on a big server and send a SS over msn and watch your ping sky rocket. Limit it to 10KBs and it will still increase your ping time to around 400ms.

Its hard to explain but when you upload and download at the same time the upload will always make the download suffer until its finished sending. That's because the upload is maxing out causing packet loss on the renegade upload. It's not the download speed that goes down, it's the upload being maxed out delaying player control information, making you lag. As long as the total upload speed is under the limit it will not cause any problems.

The same happens to your uploads basically if you download at maximum capacity; it's not that either takes priority over the other, but pushing either to the limit will affect the total performance...

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