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Subject: Re: some issues

Posted by [EvilWhiteDragon](#) on Fri, 09 Sep 2011 19:02:01 GMT

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Goztow wrote on Fri, 09 September 2011 20:29 The warp issues are because with TT you tend to generate some more bandwidth. It seems like your connection cannot handle this? Try setting the bandwidth the game is allowed to use more correctly by doing F8 -> sbbo <bandwidth>

E.g. if your connection can handle only 512Kbit, set it to sbbo 512000 . See if this helps.

Good point. Due to the improved netcode this setting actually does something now, for both the server as for the client. Because of it actually working, setting it right will really make a difference. Setting it too low or too high WILL negatively effect your gameplay.

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