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Subject: Re: How to play online now?

Posted by [Caveman](#) on Wed, 05 Oct 2011 08:39:36 GMT

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EvilWhiteDragon wrote on Wed, 05 October 2011 09:08Caveman wrote on Wed, 05 October 2011 00:08This sbbo problem really needs to be fixed. You can't expect everyone to set this everytime they join a server, TT should either auto detect or have a option to set it for everytime you join.

Then again when I join a server I don't use sbbo and having vsync on and off makes no difference, I don't get any lag at all.

You only need to set it once already, which I said. I'm not sure why you'd want to reset it every time? Only way that happens is when a serverowner bluntly forces that value on all clients. It could do that on pre-TT, but now it does not work well.

Well thats not true... If I force my client to ghost using sbbo and leave when I rejoin the bandwidth gets reset to what the 'default' was. So if you recommend setting your client to your connection speed, each time you rejoin a server you will have to change it again.

Server owners use to force your client to a minimum if you set it too low (or if WOL did) this was usually 56000 (56k). This was to stop people abusing sbbo to make people ghost into walls.

I haven't seen the 'Testing bandwidth' message in years, unless it happens so fast that I dont even notice it since from pressing connect in RenIP, I join the server within 5 seconds.

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