Subject: kbps

Posted by Jellybe4n on Sat, 14 May 2005 01:58:08 GMT

View Forum Message <> Reply to Message

After a few maps my everyone keeps getting a fairly low kbps, its been fine for months, its just started this last week or so, ive set the Net Update rate to 30, and i have also turned up the budget out, but none seem to work.

Subject: kbps

Posted by JPNOD on Mon, 16 May 2005 18:10:37 GMT

View Forum Message <> Reply to Message

bump, help him please

Subject: kbps

Posted by Creed3020 on Tue, 17 May 2005 00:42:10 GMT

View Forum Message <> Reply to Message

wow, a NUR of 30 is very high. Most likely your server or clients can't keep up with that rate of updates, try something more like 13-16. Also do you set your bandwitdh in server.ini or do set it 0 so that it checks when it connects?

Subject: kbps

Posted by Jellybe4n on Sun, 22 May 2005 21:33:56 GMT

View Forum Message <> Reply to Message

This is still a concern for me, I set the NUR to 14, and the BandwidthUp=0, so it sets its own bandwidth.

At first its fine everyone gets 100+ kbps, then as it gets full it drops, after a few games people are getting 60kbps or less, and it gets very warpy etc, I can change the budget out and the kbps improves alot, it goes upto 150+ for most people, but about 1 minute after I set the budget everyone loses connection to the server. Ive reinstalled everything twice now, and its still the same.

We have run the server like this for over 6 months now, and its been fine, but recently the above has been happening.

Any ides what is going on?

Subject: kbps

Posted by Kanezor on Sun, 22 May 2005 22:41:49 GMT

View Forum Message <> Reply to Message

My first guess is that your bandwidth may have been altered by your ISP, perhaps even accidentally... and with that in mind, your server would not be able to keep up as the server gets full, and the more full it gets the less it's able to send to each player and could end up dropping everyone. If that is the case, then increasing your net update rate would only make the problem worse, and it would require more data being sent to each player each second. Otherwise, my second guess would be maybe your server machine got infected with some sort of worm that is hogging your bandwidth.

Subject: kbps

Posted by Jellybe4n on Sun, 22 May 2005 22:54:10 GMT

View Forum Message <> Reply to Message

We have 100 meg each way off our dedicated server, I changed the bandwidthup setting, it seems to be alot better so far, fingers crossed.

Subject: kbps

Posted by Blkfort on Mon, 23 May 2005 07:55:54 GMT

View Forum Message <> Reply to Message

Dancer do you have one fds serial to spare me?

Please.