
Subject: Recommended BW and Net update settings?
Posted by [Lone0001](#) on Mon, 21 Jan 2008 23:06:25 GMT
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What would be the recommended BW and Net update settings for a 10 player server running on a 100mb/s connection with some other connection consuming things running(that would cause the least amount of lag of course)?

Also what would cause low KBPS?

Subject: Re: Recommended BW and Net update settings?
Posted by [=HT=T-Bird](#) on Tue, 22 Jan 2008 00:24:21 GMT
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{SB}Lone0001 wrote on Mon, 21 January 2008 17:06What would be the recommended BW and Net update settings for a 10 player server running on a 100mb/s connection with some other connection consuming things running(that would cause the least amount of lag of course)?

Also what would cause low KBPS?

BW: Dunno

NUR: As high as possible (some of the BI fixes benefit from higher NUR)

Low KBPS:

- a) somebody's on a bad connection (56k, et al)
- b) there's a bad connection enroute (fortunately, modern routers bypass slow/bad connections)
- c) the server doesn't have enough BW to hand out

P.S. BIATCH 1.1RC1 contains a low-bandwidth detector IIRC...

Subject: Re: Recommended BW and Net update settings?
Posted by [ExEric3](#) on Tue, 22 Jan 2008 12:17:11 GMT
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I think NUR between 15 - 20.

Subject: Re: Recommended BW and Net update settings?
Posted by [Goztow](#) on Tue, 22 Jan 2008 12:45:50 GMT
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NUR must always be between 10 and 30. The higher the NUR, the higher the kbps (so u'll need a higher bandwidth) and the lower the ping but it'll also ask for more cpu power then which can lead to lower SFPS.

I'd set the bandwidth very high (u got 100 Mbps anyway) and the nur to 30. If this lags, then set your nur lower until you're happy. NUR 16 should still be decent but more or less the lower limit

IMO.

Subject: Re: Recommended BW and Net update settings?

Posted by [trooprm02](#) on Wed, 23 Jan 2008 05:30:20 GMT

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I find 25 NUR, and bandwidth=1700000, is the best combination, I get under 100-150 ping in servers I setup as such, anything from 16-32 players

Subject: Re: Recommended BW and Net update settings?

Posted by [ExEric3](#) on Wed, 23 Jan 2008 11:58:41 GMT

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On my server I have NUR to 17.

In game is set connection type to LAN/T1 and on my server was 22 players. I had KBPS about 120 - 250. It depends on specified situation. (Quiet or rush with tanks).

Compleat upload peak was 520KB/s so over 4Mbit/s. For servers is ratio 1:10 (down:up) But you cannot divide it 520:22. Every player can have set another type of connection. Usually direct connect is set to default as cable. (RenIP) Other programs like ASE, GSA, Xfire maybe have support for connection type. Also it depends how is specified player connected on your server - how much connections he get if he reach your server. (tracert)
