Subject: I hate server connections being broken..... Posted by Anonymous on Fri, 08 Mar 2002 18:43:00 GMT View Forum Message <> Reply to Message

first time in my life, ahead of everyone with 2000pts and just 3mins left in the game, and my connection to the server is broken(and this was a ladder game too)......unfair!!

Subject: I hate server connections being broken..... Posted by Anonymous on Sat, 09 Mar 2002 16:32:00 GMT View Forum Message <> Reply to Message

That happened to me 6 times today...It's a \*\*\*\* off, all of which were ladder games. Hasn't happend in an hour or so though...

Subject: I hate server connections being broken.... Posted by Anonymous on Sat, 09 Mar 2002 16:36:00 GMT View Forum Message <> Reply to Message

that happens to me 9 out of 10 times...i rarely ever finish a game, and it really \*\*\*\*ed me off...

Subject: I hate server connections being broken.... Posted by iOnuk3 on Wed, 07 May 2003 12:26:51 GMT View Forum Message <> Reply to Message

thats exactly what happens to me!!!! i thought it was my internet fault. but now i have heard you guys!!. i never end a game whenever i join. thats why i usually host a 4 player game!!

i have also opened a topic at TECHNICAL DIFFICULTIES about this problem, but no one replies!!.

and one more thing, this started happening just a wekk ago, it was alright before. i think its WOL fault to some ppl.

Subject: I haven't finished a game all week Posted by matster28 on Fri, 09 May 2003 23:01:31 GMT View Forum Message <> Reply to Message

I haven't finished a game all week without losing my connection. I have dial up have any of you with cable been having this problem also?

I don't think this should be in the Tactics forum but...

No, I have cable and never had a problem.

Subject: I hate server connections being broken..... Posted by Majiin Vegeta on Sat, 10 May 2003 01:19:53 GMT View Forum Message <> Reply to Message

i0nuk3thats exactly what happens to me!!!! i thought it was my internet fault. but now i have heard you guys!!. i never end a game whenever i join. thats why i usually host a 4 player game!!

i have also opened a topic at TECHNICAL DIFFICULTIES about this problem, but no one replies!!.

and one more thing, this started happening just a wekk ago, it was alright before. i think its WOL fault to some ppl.

n00b :rolleyes:

EVERYBODY gets this thats why no one replys...

even the host of our server who connect on another PC 2 meters away gets disconnected...

Subject: I hate server connections being broken..... Posted by i0nuk3 on Sat, 10 May 2003 10:32:23 GMT View Forum Message <> Reply to Message

i know but it did not used to happen to me. OK, 2 or 3 times in a day is fine, but not every game!!

and I AM NOT A N00B!.

if you dont have any solution, dont reply to it!!

Subject: I hate server connections being broken.... Posted by Homey on Sun, 11 May 2003 03:26:35 GMT View Forum Message <> Reply to Message

1. shit ass server

- 2. linksys router change your dmz
- 3. firewall

Subject: I hate server connections being broken..... Posted by Majiin Vegeta on Sun, 11 May 2003 13:41:51 GMT View Forum Message <> Reply to Message

Homey1. shit ass server

- 2. linksys router change your dmz
- 3. firewall
- 4. server crash
- 5. wol being gay
- 6. your being hacked (doubtful)

number 5 oh oh number 5

Subject: I hate server connections being broken..... Posted by Imdgr8one on Sun, 11 May 2003 15:45:10 GMT View Forum Message <> Reply to Message

Subject: I hate server connections being broken..... Posted by ArUsH4nII on Mon, 12 May 2003 09:31:14 GMT View Forum Message <> Reply to Message

lol

Subject: I hate server connections being broken..... Posted by kawolsky on Sun, 01 Jun 2003 15:31:57 GMT View Forum Message <> Reply to Message

I have DSL and i have no problems 576k

Subject: I hate server connections being broken..... Posted by Majiin Vegeta on Sun, 01 Jun 2003 16:00:31 GMT View Forum Message <> Reply to Message kawolskyl have DSL and i have no problems 576k

ahh yes since this post i have also got 576k broadband and i have never been disconnected except when the server crashes..for the past 3 weeks

Subject: I hate server connections being broken..... Posted by Imdgr8one on Wed, 04 Jun 2003 20:57:34 GMT View Forum Message <> Reply to Message

2176k

Subject: I hate server connections being broken..... Posted by General Havoc on Wed, 04 Jun 2003 23:29:30 GMT View Forum Message <> Reply to Message

Take a look below, this is the highest score I have seen in a game of this 32 players. I am argh!James Bond on that screenshot.

Now thats what you call Uber camping.

\_General Havoc

Subject: Dial Up......blah! Posted by Ripintou on Fri, 06 Jun 2003 20:16:54 GMT View Forum Message <> Reply to Message

Satelite, DSL, Microwave, Cox Digital Cable (CDC) and blah..Dial-Up. All these connections have different transmit and recieve rates, everyone claims theirs is the best but your issue is with your blah....dial-up. Dial-up at a max you may get 44,000kps but mostly it will range from 28,000 to 42.000kbs regardless it is slow compared to all the other connections offered. At best you ping is probably beween 230 to 400 anything above this you don't need to be in a game with more than 16 players. When the action increases you will see your ping go higher even reaching as much as 3000, this doesn't just cause you to lag but all others in the room regardless of how many in room. Then everone just complains and says 'Who the hell is in here on dial-up", you have now been descovered! Some Hosts will let you stay and some will boot you.

See it's all about distance (a measurement between two points). Dial-up is on the ole copper wire. For best reception on most dial-ups it is good to be less than 10,000 feet from the server, if your more than that from your server the lag time increases alot. When your ping increases this is the time where you start loosing information and when too much is lost your connection will break.

If you still loose connection in small rooms then there maybe more than one dial-up person there. Considering that most DSL or CDC get a ping range of 15 to 50 per person, this allows more to be in a room with little lag. With say 4 dial-ups in a room pulling a 230 ping each that is equivelent to about 20 DSL/CDC per dial-up. So if there are 4 dial-ups in a 4 player room they would get as much lag as a game with 80 players (all DSL/CDC).

There is no way to increase your speed rate or whatever, that's just the way it is. There is only one way for a dial-up and that's what they call "Shotgun". Its when you have 2 modems, one to recieve data and the other to send data. But most servers don't offer the service.

The only solution is: GO HIGH SPEED if possible.

Rippin'

Subject: I hate server connections being broken..... Posted by ArUsH4nII on Fri, 06 Jun 2003 22:21:48 GMT View Forum Message <> Reply to Message

Did you copy paste that from somewhere?

Subject: I hate server connections being broken.... Posted by -Tech- on Tue, 10 Jun 2003 21:25:10 GMT View Forum Message <> Reply to Message

Turning off things like Kazaa/browsers also help your speed. I close GSA wheneverl click "Join Game" just for that little bit of extra space.

Subject: I hate server connections being broken..... Posted by Homey on Tue, 10 Jun 2003 23:23:20 GMT View Forum Message <> Reply to Message

My connection is faster...3000kbps down and between 900 and 1500 up

Subject: I hate server connections being broken.... Posted by t1000n1 on Wed, 24 Sep 2003 09:42:49 GMT View Forum Message <> Reply to Message

Your full of shit Ripintou i have dial up and my speed says 56700kbps. I usually only get disconnected MAYBE once a day. And no ppl living out of cities and towns are screwed for high speed. Whenever theres lag in a game where im in (SURPRISE,SURPRISE) the host checks pings and a cable. dsl. person gets booted. SO whats your response to that! Go screw your lucky i

Subject: I hate server connections being broken..... Posted by g3rmsnipa on Sun, 28 Sep 2003 12:12:42 GMT View Forum Message <> Reply to Message

"t1000n1"Your full of shit Ripintou i have dial up and my speed says 56700kbps.

you fool, you have ISDN. ISDN can be 64k or 128k. dialup cannot exceed 56k, and it is only very rare (in fact, near impossible) that someone gets that exact speed becuase their physical telephone line is not perfect, hence, you have 64k ISDN and you get 56.7k. Ripintou is correct. i've been researching internet speeds/dialup/DSL for a few hours a few days ago, i should know this.

besides, how the fuck can you get more than 56k if your modem isn't even over 56k?

and i know a few people on mIRC who have 28.8k, who play on Renegade. they play on 24 player servers (i.e. BCServ4) and NEVER ping out, only in extremely rare cases. their ping is normally 530? you don't notice the lag untill your ping reaches 600 or so.

Subject: Re: I hate server connections being broken..... Posted by i0nuk3 on Mon, 03 Nov 2003 07:28:18 GMT View Forum Message <> Reply to Message

demo\_phantomfirst time in my life, ahead of everyone with 2000pts and just 3mins left in the game, and my connection to the server is broken(and this was a ladder game too)......unfair!!

uninstall any anti virus software..... i had the same problem and its OK now

Subject: I hate server connections being broken..... Posted by Jaspah on Mon, 03 Nov 2003 21:24:06 GMT View Forum Message <> Reply to Message

For the love of god. Stop reviving old posts. Obviously there not going to see them again. Since they haven't posted since the old forums.