
Subject: some issues

Posted by [NACHO-ARG](#) on Fri, 09 Sep 2011 16:53:08 GMT

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well after cry about i am using TT whit my models replacemnts , i found some issues in my case.

1: my ping get better in jelly but..

2:it seams me and otter ppl warp more than before on my screen in matrix sniper server for example, i am at argentina and my internet conection sucks but it use to warp less whit 3.44

4: i unabled Vsync and my FPS got beter but still warp in game

5: the mouse sensitivity lags also.

6:dont know if i just missed something but i cant acces chat history, wich is a very usefull thing at least from my point of view.

7:also the resolution is fuckt up but i think someone mentioned this already.

8: everytime i try to join by xwis/westwood online, i cant retrive server status, i click on refresh but no servers sow up.

9: i would like to ask if the TT launcher can perhaps in the future include some kind of direct conect tool that allow you to still use the resourse downloader?

well that is all i have found so far, great job ppl, and i will keep testing and post if i found something else.

PD: can someone create a topic where to reportbugs/issues/whatever? since i have seen like 3 topics from ppl reporting some problems and i think it will be better organized in a single topic, just an opinion.

Subject: Re: some issues

Posted by [Jerad2142](#) on Fri, 09 Sep 2011 16:57:40 GMT

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My chat history still worked in game, maybe they updated the file, in which case try 'm'.

Subject: Re: some issues

Posted by [iRANian](#) on Fri, 09 Sep 2011 17:09:33 GMT

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For 4-5, go to the in-game options menu, click on "Extended Options" and disable Vsync there.

For 6, copy the keys.cfg file in your Renegade/Data folder to

C:\Users\YOUR_WINDOWS_USER_NAME\Documents\Renegade\Client , that should fix it.

9. is a good idea. You can use RenList as server browser tool, it allows you to see both the GSA and WOL/XWIS server list. You can download it from

<http://www.renegadeforums.com/index.php?t=msg&th=38221&start=0&rid=2> 5967

What's wrong with the resolution?

Subject: Re: some issues

Posted by [Jerad2142](#) on Fri, 09 Sep 2011 17:35:08 GMT

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iRANian wrote on Fri, 09 September 2011 11:09For 4-5, go to the in-game options menu, click on "Extended Options" and disable Vsync there. For 6, copy the keys.cfg file in your Renegade/Data folder to C:\Users\YOUR_WINDOWS_USER_NAME\Documents\Renegade\Client , that should fix it.

Works fine for me and I don't even have a keys.cfg in there.

Subject: Re: some issues

Posted by [NACHO-ARG](#) on Fri, 09 Sep 2011 18:19:42 GMT

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iRANian wrote on Fri, 09 September 2011 10:09For 4-5, go to the in-game options menu, click on "Extended Options" and disable Vsync there. For 6, copy the keys.cfg file in your Renegade/Data folder to C:\Users\YOUR_WINDOWS_USER_NAME\Documents\Renegade\Client , that should fix it.

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What's wrong with the resolution?

thanks for the help, the chat history works fine now, and as for the Vsync i meant to say disabled(FPS get better but the game keep warping, also mouse lag).

i have no problems with direct connect except for the fact that the autoupdater wont work and i am sure a lot of ppl will keep using RR launcher and other direct connect tools instead of xwis so i think this is an important thing to take care about in a future update, may be integrate your ren list with TT? and for screen resolution problem i mean this but i think hitman already informed about it, anyway it is not a big deal.

Subject: Re: some issues

Posted by [Goztow](#) on Fri, 09 Sep 2011 18:29:21 GMT

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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.

Subject: Re: some issues

Posted by [iRANian](#) on Fri, 09 Sep 2011 18:38:43 GMT

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The mouse lag is caused by having vsync enabled. The auto-updater is included in Launcher.exe. Instead of configuring your direct connect tool to use Game.exe, set it so it runs Launcher.exe. The launcher checks if there are updates available when you run it and then runs Renegade. I'm using RenList with Launcher.exe and it works great. The file is located in the same directory as Game.exe.

Subject: Re: some issues

Posted by [NACHO-ARG](#) on Fri, 09 Sep 2011 18:51:25 GMT

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thanks you guys for the feedback, i will try the bandwidth thing lol, also this hapend to me in =DA=sniper server, the chars seams to combul like hell lol, also the anymation kit for chars doesnt work properly, when i try to kick it get freazed lol. chek this.

<http://www.youtube.com/watch?v=8SFs7qLSzFQ>

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 20:29The 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 <bandwith>

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.

Subject: Re: some issues

Posted by [iRANian](#) on Fri, 09 Sep 2011 19:32:50 GMT

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Do you experience this too on Jelly Marathon, NACHO-ARG?

Subject: Re: some issues

Posted by [NACHO-ARG](#) on Fri, 09 Sep 2011 20:04:11 GMT

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iRANian wrote on Fri, 09 September 2011 12:32Do you experience this too on Jelly Marathon, NACHO-ARG?

well in jelly ppl dont conbul that way but the chars anymations still doesnt work properly, plus that the bandwhit thing didnt help the warp lol but it is playable i think.

Subject: Re: some issues

Posted by [NACHO-ARG](#) on Tue, 13 Sep 2011 03:26:18 GMT

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for more detailed info, a bandwhit of 100000 would get me disconnected, 512000 works, but it will warp more than when i used 3.44, and whit 256000 it will work but the warp get worst, dont know if this is because the server(jelly maraton) is not runing 4.0 yet but if not, then it seams the imprubed net code doesnt work for me
