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Subject: game pending connection interrupted  
Posted by [NACHO-ARG](#) on Sun, 18 Sep 2011 01:28:17 GMT  
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i am geting disconnected quite often whit TT, dont meant to be rude but it is a pain in the ass, i know my internet sucks but it use to work fine whit 3.44, soo any ideas? cause set up my bandwhit to 512000 isnt help

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Subject: Re: game pending connection interrupted  
Posted by [NACHO-ARG](#) on Sun, 18 Sep 2011 06:24:26 GMT  
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soo.. it is a general issue? or just i must burn in hell for my crapy internet connection and keep using 3.44 where it is allowed like an outcast? lol

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Subject: Re: game pending connection interrupted  
Posted by [StealthEye](#) on Sun, 18 Sep 2011 17:24:30 GMT  
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Do you get any other lag issues, or does it just suddenly disconnect? So far, you're the first on to report random disconnects.

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Subject: Re: game pending connection interrupted  
Posted by [halo2pac](#) on Sun, 18 Sep 2011 18:59:15 GMT  
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I am reporting them too.  
I get 3 megs a sec off my box.. and Im getting disconnected alot.  
Especially if the map takes to long to load.. but normally just a few disconnects that resolve them selves after 10 seconds or so.

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Subject: Re: game pending connection interrupted  
Posted by [NACHO-ARG](#) on Sun, 18 Sep 2011 21:51:57 GMT  
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StealthEye wrote on Sun, 18 September 2011 10:24Do you get any other lag issues, or does it just suddenly disconnect? So far, you're the first on to report random disconnects.  
as allways thanks for your response, it get disconnected like 3 or 4 times during a game, sometimes it get reconnected some otters times take me out of the game, this is hapening in 4.0 like in 3.44 servers, i tryed to setup my bandwhit whit sbbo 512000 and i cant really tell if it works, sometimes it seams to, some otter times seams that doesnt help at all. also in some servers the chars moves like this fricking way and the numpad animations got frized to chek this:

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

also a cras dump of some error that crashes the game sometimes:

<http://www.mediafire.com/?gj2jh144nr4ojny>

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Subject: Re: game pending connection interrupted  
Posted by [StealthEye](#) on Sun, 18 Sep 2011 23:18:26 GMT  
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I think those are actually 4 different issues:

- Random disconnects. Does it happen whenever you try it, or just sometimes? Do you get typical "lost connection" effects, such as soldiers and vehicles moving in straight lines/arcs? Can you record a video showing it?
- Chars move weirdly (I've seen similar reports by Caveman.) It seems that it is not properly interpreting the inaccurate positions sent by the server; I am guessing that it only happens on pre-4.0 servers (without wall-lag-fix). Can you confirm this?
- Animations get frozen. This might or might not be a side-effect of the lag. For now, I'm assuming it is and focusing on other issues, such as the lag itself.

halo2pac, if you're talking about "resolve them selves", do you mean that you only get the "connection to server interrupted" messages but not actually disconnect?

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Subject: Re: game pending connection interrupted  
Posted by [NACHO-ARG](#) on Mon, 19 Sep 2011 00:55:55 GMT  
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StealthEye wrote on Sun, 18 September 2011 16:18 I think those are actually 4 different issues:

- Random disconnects. Does it happen whenever you try it, or just sometimes? Do you get typical "lost connection" effects, such as soldiers and vehicles moving in straight lines/arcs? Can you record a video showing it?

yes it is a typical lost connection gameplay pending, tanks keep firing the same place whit out moving and the same for chars, it doesnt hapend all the times but sometimes i got the same issue over and over again, and it wont hapend using 3.44, a video:

<http://www.youtube.com/watch?v=gXC8wCwfZU8>

StealthEye wrote on Sun, 18 September 2011 16:18

- Chars move weirdly (I've seen similar reports by Caveman.) It seems that it is not properly

interpreting the inaccurate positions sent by the server; I am guessing that it only happens on pre-4.0 servers (without wall-lag-fix). Can you confirm this?

that is correct it only hapend on non TT servers at least for now, havent experimented this yet in TT servers such st0rm 4.0

StealthEye wrote on Sun, 18 September 2011 16:18

- Animations get frozen. This might or might not be a side-effect of the lag. For now, I'm assuming it is and focusing on other issues, such as the lag itself.

ok, in non TT servers it get frozen but in TT servers the numpad animations wont display at all.

StealthEye wrote on Sun, 18 September 2011 16:18

halo2pac, if you're talking about "resolve them selves", do you mean that you only get the "connection to server interrupted" messages but not actually disconnect?

i could be wrong but i think he means that sometimes after a disconnected gameplay pending message the connection restores again but otters times it will take you out of the game.

also i have experimented this issue in wich, ones you join a server, you will be unable to acces PT until you get killed, a vid:

<http://www.youtube.com/watch?v=XHX0q9WPPYM>

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Subject: Re: game pending connection interrupted  
Posted by [StealthEye](#) on Mon, 19 Sep 2011 01:15:03 GMT

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What server did that lag issue happen on? Do you know if it is running TT?

The numpad animations are a SSGM feature, and no longer exists in 4.0 due to known bugs/exploits.

The PT thing is a server side fix. It will not happen on a TT server.

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Subject: Re: game pending connection interrupted  
Posted by [NACHO-ARG](#) on Mon, 19 Sep 2011 06:00:22 GMT

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the disconnected thing hapened to me in jelly, st0rm 4.0, noobstories 4.0, and otters to, i heard of some ddos ataks latelly to jelly or something, dont know if this could be the source of the problem but i have been experimenting this issue since i installed TT like a week ago, also in defence of

the patch i must say that when i am not geting disconnected mesages, my ping is better than when i use to run 3.44, could be some inestability in the net code? anyway thanks for showing some interest about this reports.

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Subject: Re: game pending connection interrupted  
Posted by [halo2pac](#) on Mon, 19 Sep 2011 23:46:46 GMT  
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StealthEye wrote on Sun, 18 September 2011 19:18  
halo2pac, if you're talking about "resolve them selves", do you mean that you only get the "connection to server interrupted" messages but not actually disconnect?  
Yes, and the game Rene-Lags you back to the original position before the interruption... This is weird because I have fiber optics and a 2 meg connection at home and a 50 meg on my box.

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Subject: Re: game pending connection interrupted  
Posted by [StealthEye](#) on Tue, 20 Sep 2011 00:45:44 GMT  
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Did you try the sbbo change as described in a few topics in this section of the forums? Note that it is -not- blindly setting it to a high value that used to work before TT. You really need to set it to a reasonable value. TT still needs proper throttling/auto detection of an appropriate sbbo value.

I also heard that some servers are having lag problems atm, so that might also be the explanation.

PS. Please repeat the title in your posts! I only just now noticed that the title said "connection interrupted"... (I always open all topics and read them after each other, not reading any titles.)

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Subject: Re: game pending connection interrupted  
Posted by [halo2pac](#) on Thu, 22 Sep 2011 02:25:43 GMT  
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I legitimately cannot find that.

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Subject: Re: game pending connection interrupted  
Posted by [EvilWhiteDragon](#) on Thu, 22 Sep 2011 05:48:16 GMT  
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YOu'll need to use the console.. Try this: F8 sbbo [your connectionspeed in bits] <enter>.

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Subject: Re: game pending connection interrupted  
Posted by [halo2pac](#) on Sun, 02 Oct 2011 22:57:09 GMT  
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BITS or BYTES?

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Subject: Re: game pending connection interrupted  
Posted by [Caveman](#) on Sun, 02 Oct 2011 23:03:11 GMT  
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Bits. I find 512000 is usually enough.

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Subject: Re: game pending connection interrupted  
Posted by [EvilWhiteDragon](#) on Mon, 03 Oct 2011 09:39:22 GMT  
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halo2pac wrote on Mon, 03 October 2011 00:57BITS or BYTES?  
If I meant bytes I would've said bytes.

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Subject: Re: game pending connection interrupted  
Posted by [halo2pac](#) on Tue, 04 Oct 2011 02:30:13 GMT  
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I see, sometimes people confuse the two. I was just clarifying.

also, 512000? for real? Cause he said your connection speed in bits.. and mine in bits is 4915200 bits (600kbs)  
is this up or downspeed?

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Subject: Re: game pending connection interrupted  
Posted by [StealthEye](#) on Tue, 04 Oct 2011 12:35:27 GMT  
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Put your download speed there. It's for both, which is a bit silly, but since Renegade will not upload a lot anyway it will likely never reach your upload limit anyway. Note that you should put it to a realistic value from a speedtest or something, since the ISP usually claims higher values than what you actually get. (And to be on the safe side, even put it a little lower than that.)

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Subject: Re: game pending connection interrupted  
Posted by [Jerad2142](#) on Tue, 04 Oct 2011 22:22:41 GMT

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Why didn't people used to have to do this, what got changed which is requiring so many people to manually enter this data?

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Subject: Re: game pending connection interrupted  
Posted by [StealthEye](#) on Wed, 05 Oct 2011 01:40:59 GMT  
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Renegade did not properly interpret the sbbo value, which was fixed in TT. "So why was it changed?" Well, the previous behavior led to random lag spikes; lag on connections that are fine (low latency, high bandwidth).

Previously, the packet header overhead (or compression gain) heuristics multiplied the sbbo by 20 in most cases, then noticed the value was too high, and throttle back fast, go back up again, etc. which made the bandwidth fluctuate and sometimes be set too high and sometimes too low. The current code correctly computes the packet header overhead, and this multiplication comes down to something like 1-1.5 or so. Setting the sbbo incorrectly therefore suddenly makes a difference. Always multiplying the bandwidth by 20 will probably work around the issue for many, but is not a real solution. The real solution is to add a throttling mechanism that detects that more bandwidth can be used and increases the sbbo. An (agressive) downwards throttling mechanism is already present.

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