Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 15:01:00 GMT
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for all u ppl out there saying that lag comes from 56kers, ur wrong!!!!!!!!!!!.every game i play i always here ppl saying som1 is a 56ker get out well i am sick of it   . u ppl should know if u r good but its getting really anoying. So stop it now!!!!!!!!!!!!!!

Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 15:15:00 GMT
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Quite frankly the lower rate of information transfer in a 56k modem doesn't allow the host to get info to, or receive info from the client computer. It only makes sense that it could only be as fast as it's slowest member in this manner. i have found that if a 56k'er is in a low member game, it isn't so bad. I would guess that's because the rate of transfer is lower due to lower number of packets being sent and received.Am I offbase here IT people?

Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 15:39:00 GMT
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no ur wrong its simply that the host cant support that many ppl and when it start to "gameplay pend" and what that does it frees up space so it wont lag anymore.

Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 15:44:00 GMT
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I mean when the host is a cable and the client is a 56k'er. Sorry, I should have clarified.

Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 16:05:00 GMT
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I usta be a 56ker....untill 5 o clock today when I got cable woo woo its great....but its true.....56kers DO NOT mess up the game that bad.....

Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 16:22:00 GMT

I'll save Blazer's fingers and just cut/paste his explanation here:---------------------------------------Renegade is coded so that each client gets a dedicated slice of the bandwidth. You can even set the value in the config file. What the client does with that bandwidth, the server could care less about. Fast link? Then everything appears smooth and your game is enjoyable. Slow modem and the allocated slice is too much? Then for you the game will lag since you are out of sync. The server doesnt care that you are lagging...it just keeps sending you the data. To the server and everyone else in the game, you aren't moving at all. To you, nobody else is moving or you are seemingly teleporting around. So then you complain and say "laaaaaagggg"...meanwhile everyone else is wondering what your problem is. They see you standing still so they snipe you. But to you the game was on hold while you ran into the refinery, and you then say "OMG how did you snipe me I was inside the building you must be cheating". Kicking the lagging player will have NO effect except to relieve everyone of their *****ing. Again, in other games where bandwidth equalization takes place, kicking the laggy player will help everyone. NOT RENEGADE. Its just a fact that the engine is coded differently, and no amount of Certs or namecalling can change that. The only downside to this netcode is that alot of bandwidth is wasted, which makes the FDS require a huge amount of upstream in comparison to other games. I think its worth it though to get rid of the whole LBP/HPB issue.---------------------------------------

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Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 17:33:00 GMT

Tell Blazer it's LPB and nod LBP

Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 17:53:00 GMT

kirby, it doesnt cause lag but you are much harder to hit than other snipers. unless im host   thens its easy cause of the smootness. but good snipers still shouldnt have much trouble

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Subject: 56kers
Posted by Anonymous on Thu, 12 Sep 2002 19:19:00 GMT

If the problem is 56kers, than there wouldn't be any. Think about it. Some servers lag, and some don't. I use a 56k, and I only have problems some of the time. I've played a few games where I haven't recieved any lag at all.Now correct me if I'm wrong, but if it's all 56kers fault, than none of them would be on because it sucks playing w/ lag.

Subject: 56kers
Posted by Anonymous on Fri, 13 Sep 2002 06:06:00 GMT
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i'm 56k too, but i can play 32 player games (not often but sometimes i can)smooth wich means that that my modem is able to get info of 32 players. i think the problem with for example 4 players servers which lag is that they have a very low upstream. sometimes i ask in a laggy game what their connection is and they say adsl. but they forget that with many providers your upstream is 1/4 of your downstream and upstream is when you are a host very important because you have to recieve all info of 4 players(downstream) but you also have to send it to all 4 players(upstream)

Subject: 56kers
Posted by Anonymous on Fri, 13 Sep 2002 08:39:00 GMT
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I think lag gathers up in the afternoon more the mornings (monday - friday) because more people are playing Renegade as well.Because I can get relatively NO lag in the mornings!

Subject: 56kers
Posted by Anonymous on Fri, 13 Sep 2002 09:17:00 GMT
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Blazer's explanation does make sense but still doesn't explain why when certain people enter a game that people start complaining and when that person leaves it gets better. Other people coming and going doesn't seem to affect it.

Subject: 56kers
Posted by Anonymous on Sat, 14 Sep 2002 00:30:00 GMT
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quote:Originally posted by hareman:Blazer's explanation does make sense but still doesn't explain why when certain people enter a game that people start complaining and when that person leaves it gets better. Other people coming and going doesn't seem to affect it.I think i can field that one --the server "may" be a bit tardy in it's updates - due to slow nic/slow link/slow memory/out of memory -- etc...so it may be a marginal server at the get go. Fast players dont see the "slow" down - but when it gets overwhelmed with resends/pings - it will appear slow for everyone... Now - it may not be a "56K" person - it could be someone on a bad cable/t-1 connection - going through 90 hops before they hit the server.But it appears looking at the logs for my test server - alot of resends on the log - alot of "LAG" calls on the comms.so i added another nic to allow more virtual pipe into the server - less "lag" for some...but you will always have that one person -- "this is to laggy"(and it always seems they type more and more instead of playing the game - complaing on how bad the the server/team are ... hmmmm - typing - lag - no typing - no lag....hmmmm)

Subject: 56kers
Posted by Anonymous on Sat, 14 Sep 2002 20:27:00 GMT
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I'm a 56ker I got a crapping internet provider. It is called USA Choice.My internet is 1/2 the cause of the lag and my PC is the other.

Subject: 56kers
Posted by Anonymous on Thu, 19 Sep 2002 09:58:00 GMT
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yeah people on 56k its all well and good but when you join friggin 40/60 player games it lags the game like hell !

Subject: 56kers
Posted by Anonymous on Thu, 19 Sep 2002 10:26:00 GMT
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quote:Originally posted by iwillkil8:for all u ppl out there saying that lag comes from 56kers, ur wrong!!!!!!!!!!!.every game i play i always here ppl saying som1 is a 56ker get out well i am sick of it   . u ppl should know if u r good but its getting really anoying. So stop it now!!!!!!!!!!!!!!
  Can you try writing in English?You know, that language where you spell out "you're, you, people, someone, I, and are?"

Subject: 56kers
Posted by Anonymous on Thu, 19 Sep 2002 11:53:00 GMT
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I have a question, does the lag seem a little better since the new patch? I played on the Dom sniper server last night and it seemed that the game was running relatively smoothly (I mean, no one teleported around at all, I was surprised).

Subject: 56kers
Posted by Anonymous on Fri, 20 Sep 2002 00:24:00 GMT
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Seems that way.

Subject: 56kers
Posted by Anonymous on Fri, 20 Sep 2002 00:31:00 GMT

for sure, i could host 10 maybe 12 tops. i had 16 the yesterday with 200ping! no idea why but my kbps was lower . also some work was done to my isp or something

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Subject: 56kers
Posted by Anonymous on Wed, 02 Oct 2002 10:24:00 GMT

i got a 56K V90.0 and its quite good, it was up to 54K once! hehe! usually its at 46K transfer.

Subject: 56kers
Posted by Anonymous on Sat, 05 Oct 2002 09:28:00 GMT

I still dont understand then why when some cat jumps in my APC, I start lagging all over h3ll and creation, and when they get out of my APC, its so smooth it's almost like playing a different game. Keep in mind this does not happen with all players, but with select cats. Everyone says upload/download of individual matters not to other players, and yet they obviously affect gameplay.

Subject: 56kers
Posted by Anonymous on Tue, 08 Oct 2002 05:59:00 GMT

Well, I'm also 56K and not in USA or Europe, but I can still play USA servers without lag. I don't think 56K folks are the cause of lags

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Subject: 56kers
Posted by Anonymous on Tue, 08 Oct 2002 12:40:00 GMT

YEA! I have 56k also!And the Lag is only a problem of the Server! Except the Upload Bandwith is too low(e.g. an ADSL try to host a (8/8) Game or it is a kind of ?*'*?## Computerconfiguration that only have 10 SFPS.