
Subject: [SSGM 4.0 Plugin] Bandwidth Detector
Posted by [Xpert](#) on Mon, 09 Jul 2012 09:18:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

The bug with the improper detection of the client's bandwidth still exists in Renegade. Bandwidth is still not detected at all. It relies on what you set it in the WOL options or via SBBO. You can set the minimal bandwidth per client which should force everyone to have such bandwidth budget out. Although you have to assume no one has a worse connection than that set.

There are times when clients bandwidth would drop below the amount set to very low numbers such as 28000 or even as low as 1500. This happens if the connection cannot handle the higher bandwidth.

In 4.0, you can set the client's minimum bandwidth in your server.ini settings labeled "MinimumBandwidthPerClient=128000". However, there are times where the above issue occurs and their bandwidth doesn't reset. This plugin is a port over of the Bandwidth Detection feature in the early SSGM. It checks the bandwidth of all players ingame every minute to see if it is below a set amount. If it is, it will reset it.

Quote:

```
### Created by Xpert from Atomix  
### irc.ax-games.net  
### www.ax-games.net
```

CREDITS

Thanks to Stealtheye for explaining to me the bug with improper bandwidth detection in Renegade.

DESCRIPTION

This plugin is a port over of the Bandwidth Detection feature in the early SSGM. It checks the bandwidth of all players ingame every minute to see if it is below a set amount. A message will also output to the SSGM Log prefixed with `_ALERT` for server regulators to read.

CHANGELOG

V1 - Release
V2 - Fixed a crash issue

Installation

Place this in the ssgm.ini plugins list of course. Below is what should be in your SSGM.ini for the BW_Detector settings.

[BW_Detector]

; BWDefault=

;

; The lowest a players bandwidth can be set to. 28800 is the lowest setting Renegade has, but players can set it even lower

; with a console command. Even though 28800 is a normal setting in Renegade, this should be set at 56000 or higher as

; 28800 will cause the player to lag.

BWDefault=128000

; BWMessage=

;

; Message to send the player letting them know their bandwidth is being reset.

; You can leave this blank if you want since there's a setting within the code itself.

BWMessage=Your bandwidth was detected dropping below the allowed amount. It has been reset.

File Attachments

1) [SSGM4.0_BWDetector_Plugin_v2.rar](#), downloaded 254 times

Subject: Re: [SSGM 4.0 Plugin] Bandwidth Detector

Posted by [Xpert](#) on Mon, 09 Jul 2012 09:58:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Updated with v2. Fixed a crash issue.
