
Subject: lag issue on rencorner/mpf
Posted by [iRANian](#) on Tue, 11 Apr 2017 18:55:16 GMT
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MPF and RenCorner both have ping lag spike issues which tons of people are experiencing. While playing the ping randomly jumps to above 300+. I have a simple CMD script which loops pinging MPF's server (IP pasted from RenList) and in the CMD script I don't get the lag spikes.

Other people like ExEric are also experiencing this.

Not sure if this is Dragonade or the new scripts or what the matter is exactly.

Subject: Re: New scripts and/or Dragonade causing extremey client-side ping lag spikes
Posted by [dblaney1](#) on Tue, 11 Apr 2017 20:32:59 GMT
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Both MPF and Rencorner are both hosted by Limestone. Its more likely an issue with that host than anything to do with renegade. I host a dragonade server as well and have not had this issue.

Subject: Re: New scripts and/or Dragonade causing extremey client-side ping lag spikes
Posted by [ehhh](#) on Tue, 11 Apr 2017 21:01:53 GMT
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i know people on rencorner felt that it was the scripts update that did this

fyi

Subject: Re: New scripts and/or Dragonade causing extremey client-side ping lag spikes
Posted by [dblaney1](#) on Tue, 11 Apr 2017 21:17:10 GMT
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ehhh wrote on Tue, 11 April 2017 14:01i know people on rencorner felt that it was the scripts update that did this

fyi

Likely just a coincidence, that the host is having trouble around the same time. If it was a scripts problem all servers on 4.3 or Dragonade would be experiencing the issue.

Subject: Re: New scripts and/or Dragonade causing extremey client-side ping lag spikes

Posted by [shaitan](#) on Wed, 12 Apr 2017 02:41:24 GMT

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MPF went to NFO servers. As for you Germans/Dutchies: it's got to be our host. I've complained multiple times only to be told it's our software...which was hilarious as they'd still say that after the fucking C drive was replaced.

Subject: Re: New scripts and/or Dragonade causing extremey client-side ping lag spikes

Posted by [Whitedragon](#) on Wed, 12 Apr 2017 02:41:47 GMT

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MPF is still running 4.2/1.8.1 and people were complaining about this on RC before I updated it. So if it's scripts related it would have to be on the client end.

Subject: Re: New scripts and/or Dragonade causing extremey client-side ping lag spikes

Posted by [iRANian](#) on Wed, 12 Apr 2017 15:01:58 GMT

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Alright, people on RenCorner were complaining it was happening after scripts update.

I've been pinging some more and I do notice some packets not getting received, but I dunno.

Let's see if the issue clears up in the coming days, hopefully it's just a hosting issue.

Subject: Re: lag issue on rencorner/mpf

Posted by [Cronus](#) on Wed, 12 Apr 2017 16:42:06 GMT

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Highly unlikely our Host is having issues, there hasnt been any routing or peering issues in quite sometime. If you are having lag issues and you think its network and not scripts, get me an MTR of it.

<https://forums.nfoservers.com/viewtopic.php?f=25&t=4272>

Subject: Re: lag issue on rencorner/mpf

Posted by [dblaney1](#) on Wed, 12 Apr 2017 17:26:24 GMT

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Its most likely not a scripts issue since other servers are working just fine including ones running DA. The only two servers with issues are both on the same host.

Subject: Re: lag issue on rencorner/mpf
Posted by [Cronus](#) on Thu, 13 Apr 2017 01:44:19 GMT
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dblaney1 wrote on Wed, 12 April 2017 10:26Its most likely not a scripts issue since other servers are working just fine including ones running DA. The only two servers with issues are both on the same host.

We aren't on the same hosts tho...

Not to mention MPF and RC are the only servers to get alot of players, which could show scripts issues.

Subject: Re: lag issue on rencorner/mpf
Posted by [shaitan](#) on Thu, 13 Apr 2017 01:55:27 GMT
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Renlist > GSA tab > right click, copy IP's to clipboard, then /whois.
MPF uses NFO hosting, Rencorner uses Limestone.

Subject: Re: lag issue on rencorner/mpf
Posted by [Gen_Blacky](#) on Thu, 13 Apr 2017 04:01:11 GMT
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People started to complain after the script update. Personally I have not noticed the issue but haven't been playing enough to actually notice a problem. I feel like it is a scripts issue but can't say yet. The fact that MPF is on another host points to script issues.
A lot people said they have downgraded but say they still have problems.

Limestone did have a routing issue where they where routing traffic through there local interface instead of the public interface. (Causing a lot more hops and not knowing where to send some traffic). They fixed this back in January. Something similar may still be happening.

Subject: Re: lag issue on rencorner/mpf
Posted by [iRANian](#) on Thu, 13 Apr 2017 05:38:36 GMT
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I was playing yesterday and the issue was mostly gone then. I was playing 2 days ago and I kept getting weird lag, was about 20 times worse THAN yesterday.

Subject: Re: lag issue on rencorner/mpf

Posted by [iRANian](#) on Thu, 13 Apr 2017 20:12:17 GMT

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today im geting the issue a lot more on rencorner than yesterday
