Subject: Connection Speed system reqs.
Posted by cablebak on Thu, 15 Jan 2004 11:11:43 GMT
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I was wondering what upload/download speed the current renegade servers are on.

and maybe what kind of system they are running.

just to be sure i can run one of my own.

greets, cablebak

Subject: connection speed
Posted by cablebak on Thu, 15 Jan 2004 11:24:22 GMT
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Oh, yes.

It would be nice to know what bandwith is similar to the users the server can carry?

Subject: Connection Speed system reqs.
Posted by gibberish on Sat, 17 Jan 2004 11:44:28 GMT
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3000/700 Kb Down/Up
Depending on map I can get about 14 - 16 players before it starts to lag.

This problem is the upload as when hosting the bandwidth requirements are reversed and you need about 4 times more up than down.

As you can see my connection is the wrong way for hosting.

Gib.

Subject: Connection Speed system reqs.
Posted by Dante on Sat, 17 Jan 2004 19:42:43 GMT
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DSL = 4-6 players
SHDSL = 6-10 players
Cable (standard 1.5mbs connection) = 10-12 players
Cable (3.0mbs connection) = 12-14 players
Fractional T1 = depends on size of fraction
T1 = 16-20 players

T3 = 20-32 players

Thats the recommendations according to Steve Tall back in the day.

Subject: Connection Speed system reqs.
Posted by gibberish on Sat, 17 Jan 2004 21:19:54 GMT
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Dante, I know that you usually know what you are talking about, but I am afriad that these numbers don't make sense:

Usually its upload speeds that are the problem....

DSL = 4-6 players
~ 128 Kbs Upload = 3 - 4 Player game

SHDSL = 6-10 players
Dunno what this is

Cable (standard 1.5mbs connection) = 10-12 players
~ 350 Kbs Upload = 7 - 9 Players

Cable (3.0mbs connection) = 12-14 players
~ 700 Kbs Upload = 14 - 16 Players

T1 = 16-20 players
1.536 Mbs Upload = 24 - 26 Players

T3 = 20-32 players
44.736 Mbs Upload = As many players as your poor little server can handle.

Subject: Connection Speed system reqs.
Posted by Dante on Sun, 18 Jan 2004 18:25:14 GMT
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Dante
Thats the recommendations according to Steve Tall back in the day.

guy who made the FDS, thats what he told me.

Subject: Connection Speed system reqs.

Posted by snipesimo on Sun, 18 Jan 2004 22:25:17 GMT
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Quoted from westwood Serial email:
Bandwidth: 128Kbs   4 players (cable modem/ADSL)

          512Kbs   16 players (if you have a symmetrical connection -
check with your ISP)

          1 Mbs   24 players

          1.5Mbs   32 players

Subject: Connection Speed system reqs.
Posted by gibberish on Tue, 20 Jan 2004 15:37:36 GMT
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All I can really say to this is that I used to have 128Kb DSL and I couldn't host more that 3 remote
players without lagging.

I now have two (350Kb upload) cable modems when I only use one, the number I quoted seems
to be ok and when I load-balance accross both the second number is about right.

Subject: Connection Speed system reqs.
Posted by oldtnt on Wed, 21 Jan 2004 05:03:52 GMT
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more bandwith for more players not so simple
as more players come in the bandith increase 2 fold

Subject: Connection Speed system reqs.
Posted by zunnie on Sat, 24 Jan 2004 21:03:34 GMT
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Type "cpo" in the FDS to reduce lag a little bit, its not a miracle but it helps (sometimes).

I have a 4mbit/320kbit ADSL connection and i host a 10player with that, its not really laggy at all,
only when there alot of tanks viewable to each other at the same time, then it starts lagging a bit,
but not unplayable.

The cable connection i have sucks atm, 1.5mbit/1.5mbit but since last 3 weeks its been more like
128/128 or so it seems from time to time, isp is 'working on this problem' they say :S

[zunnie]

Subject: Connection Speed system reqs.
Posted by Rici1981 on Wed, 11 Feb 2004 11:17:42 GMT
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do anyone know how i can avoid the 4 mb limit? we have a 100 mb connection but renegade allowed only 4 mb

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Subject: Connection Speed system reqs.
Posted by gibberish on Wed, 11 Feb 2004 18:09:26 GMT
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100 mb connection :inlove: (Lucky Soab).

Anyway being as I have never had a 100Mb internet connection I can't say I have ever tried it, but you could try running your server in LAN mode then use WOLSpy to list it on GameSpy.

Gib

Subject: Connection Speed system reqs.
Posted by Blazer on Wed, 11 Feb 2004 18:39:08 GMT
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gibberishDante, I know that you usually know what you are talking about, but I am afriad that these numbers don't make sense:

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T1 = 16-20 players
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T3 = 20-32 players
44.736 Mbs Upload = As many players as your poor little server can handle.

gibberish is actually correct here. Renegade is very upload-speed-dependant. Here at home we have cable that is 3.0mbs down and 256k up, and 8 players was the most we could host. When I ran my dedicated server on 1.1SDSL (1.1mb up and down), 20 players was my max.

Subject: Connection Speed system reqs.
Posted by Rici1981 on Wed, 11 Feb 2004 19:37:26 GMT
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we have our server in wol. we dont like gamespy. we have set the connection to 5400000 but in playerinfo he dont go over 4000

Subject: Connection Speed system reqs.
Posted by ssptweek on Thu, 12 Feb 2004 00:52:17 GMT
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try setting your bandwidth to 0...then the FDS should auto detect the correct bandwidth

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Subject: Connection Speed system reqs.
Posted by Rici1981 on Thu, 12 Feb 2004 12:58:22 GMT
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i have done this but he detect only 4 mb