Subject: not lagging but warping
Posted by chewie on Wed, 21 Jul 2004 20:05:48 GMT
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i load renegade fine.....

ping good (100)

but i warp back and get stuck to walls.........
i have reinstall but no luck...

i have used net_update_rate when host servers on wol so better pings for others.......

now i lag in public games.....

help plz

thank you

Subject: not lagging but warping
Posted by flyingfox on Thu, 22 Jul 2004 00:23:22 GMT
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Run a test, like the one on http://www.dslreports.com, (or just search google for "speed test" - you want one nearest your area), then use the resultant number on Renegade.

http://www.renegadeforums.com/viewtopic.php?t=8944&highlight=lag

For example, if the resultant number of the test is 1280962, go into any game on Renegade, type F8, and type sbbo 128000. All you are doing is removing the last digit and rounding the figure off. This is a more accurate connection speed set and should improve your ping, at least a little.

You'll never get completely lag-free games on Renegade. See, the netcode favours collision, and when a vehicle drives just by you, you'll die. Similar to how you drive an APC past a lamppost and you get slingshotted back into it.

Subject: not lagging but warping
Posted by chewie on Thu, 22 Jul 2004 07:34:25 GMT
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ty dude

the thing is its ok in other games CS/wolf-et

but renegade lags me up

its was ok.......

i might do a format again...... :S

Subject: not lagging but warping
Posted by Majiin Vegeta on Thu, 22 Jul 2004 11:29:57 GMT
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the server are not sending you enuff KBPS for all the players...

its that or your on a 56k in a big server which you should not be in

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Subject: not lagging but warping
Posted by chewie on Thu, 22 Jul 2004 12:37:35 GMT
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i got 1mb up and 256 down.....

so how i fix it ?

thanks for the replys so far....

Subject: not lagging but warping
Posted by Majiin Vegeta on Thu, 22 Jul 2004 22:13:59 GMT
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you dont fix it
it is the server owners problem.. thats partly the reason i barely play anymore.. the only good
server lag to shit its either low SFPS and lots of drag backs or low KBPS with lots of warp

the good ol renegade days are long gone

Subject: not lagging but warping
Posted by flyingfox on Thu, 22 Jul 2004 23:50:31 GMT

I always thought the problem was the netcode. As far as I've known, the netcode has not changed since Renegade's release. You can say confidently that if the same server owners ran their same servers on a different game, such as Call of Duty, the performance and outbound KBPS would be fine. People wouldn't be hosting dedicated 32 players if they didn't think they had enough bandwidth.

Now maybe you're right in that these servers aren't sending enough packets to each player or however that works again. But the problem is more likely a decrease in performance on your own connection (have you ran any tests lately to check if it's on par?). It just doesn't make sense that the same servers that used to run good run poorer on a game that hasn't changed in coding, unless the servers themselves have actually been downgraded and can't handle the amount of players being used on them.

Subject: not lagging but warping
Posted by chewie on Fri, 23 Jul 2004 07:38:36 GMT

The thing is that my brother sits next to me and gets good ping and same KBPS as me but I warp. I tried changing my network card, but it didn't work so I changed it back and now its ok…..

That's wired

Thanks for the help guys..

Subject: not lagging but warping
Posted by flyingfox on Fri, 23 Jul 2004 20:44:17 GMT

No problem, and how do you actually change your netword card? Do you use the control panel > network and remove drivers, or actually remove a netword card from your motherboard?

Subject: not lagging but warping
Posted by chewie on Sat, 24 Jul 2004 13:38:23 GMT

removed it from motherboard

than just put it back

thats wired....

Subject: not lagging but warping
Posted by chewie on Sun, 25 Jul 2004 05:53:32 GMT
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OMG ITS BACK

I dunno what is it

i have formated

reinstall every thing...

and now same thing i got warpping.l....

my kbsp sfps and fps is good

but i warp bad... please help

Subject: not lagging but warping
Posted by icedog90 on Sun, 01 Aug 2004 07:36:25 GMT
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If you're playing at the same time your brother is, on a 256k connection, then that's your problem.

Subject: not lagging but warping
Posted by Majiin Vegeta on Sun, 01 Aug 2004 12:52:11 GMT
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renegade doesnt use up that much bandwidth 2 people can play fine on that speed

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Subject: not lagging but warping
Posted by icedog90 on Mon, 02 Aug 2004 23:14:22 GMT
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Actually, it probably does. A long time ago I used to be on a 128k down DSL connection, and if anybody played at the same time I did, it would lag like 56k. I can't say for sure if that's his problem or not, but with 256k, it might be some of his problems since his brother plays at the same time he does.

EDIT: Does WOL actually let you play at the same time as somebody else who shares the same serial number as you? I've only tried this with GameSpy.

Subject: not lagging but warping
Posted by flyingfox on Tue, 03 Aug 2004 02:00:22 GMT
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yes, me and another fellow played in the same server with the same serial. I heard WOL can take up to 4 of the same serial, but that might be incorrect.

Subject: not lagging but warping
Posted by by_ruddles on Tue, 03 Aug 2004 10:15:23 GMT
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A certain amount is down to the netcode. We run 2 renegade servers on a dedi-box which can run 2 bfv servers no problems, but the renegade servers still have a small amount of shift on them at times. The configs are fine, auto-detect and set by me, it still does it. Pain in the arse.

Of course it would be ssaow......