Subject: Opinions
Posted by trooprm02 on Tue, 09 May 2006 19:35:35 GMT
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Here is a few things Im feeling right now about renegade..

1)I recently started looking into Renegade 2 (or what would have been) and have some pictures, concept videos, and even a set of to-be textures, and was thinking what a great game it would have been. It would have set new w3d records because it used almost 2x the amount of polygons from renegade1! And it would be interesting to see someone, or group pickup where WW left off, and maybe turn it into a mod instead of full game. Also, Reborn is looking very promising and I think it could have a promising future if marketed to a actual retribution company to be sold as a game

2)Lately I have been angry at XWIS, 1 for what they said on thier forums, and 2 because when I bought the game I payed to play on WW servers that were hosted in the US by Westwood and then EA, but know I have no chioce in playing online this servers that redirect me to europe and have noticed large ping increases since the switch   Like EA cares, but they should have checked that XWIS had the full capility to have the same equitment it did when they gave C&C over

Subject: Re: Opinions
Posted by Blazer on Tue, 09 May 2006 20:15:02 GMT
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Your XWIS pings have nothing to do with gameplay. XWIS just gives you the list of servers, once you select a server, you connect directly to that server and XWIS is out of the picture.

Subject: Re: Opinions
Posted by Homey on Tue, 09 May 2006 22:49:51 GMT
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Exactly, it's just like having a firewall, the pings are 996 on the server list, once you're in they're normal.

Subject: Re: Opinions
Posted by trooprm02 on Thu, 11 May 2006 19:42:34 GMT
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Homey wrote on Tue, 09 May 2006 17:49Exactly, it's just like having a firewall, the pings are 996 on the server list, once you're in they're normal.

The pings being 996 is a flaw, that you can fix by getting the xwis tool, and reseting to WOL, instead of the XWIS servers, people have it because at 1 point you needed to be set to XWIS to connect. They fixed the problem, and you can too

Blazer, are you sure nothing else related to bandwidth changed with XWIS? Maybe the way the servers comm. , or something, because I was looking at some ss, and even then I had 50 ping on servers I now have 150   And nothing has changed on my part...

Subject: Re: Opinions
Posted by Blazer on Thu, 11 May 2006 19:54:26 GMT
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Using the XWISC tool should have no effect. That tool was designed to create a hosts file on your windows machine to fool it into connecting to XWIS instead of WOL. Now that the migration has occured, the WOL DNS names point to the XWIS servers, so using XWISC to revert to WOL just removes the hosts files and renegade uses the normal DNS entries, which point right back to the XWIS servers.

There is absolutely no interaction between a dedicated server and XWIS that will make your ping time to the server higher now than when the server was on WOL. Note that the ping times you see in the server list, are calculated from a combination of pings to various servers within the WOL/XWIS network, it's not a reflection of your ping to the server itself.

Subject: Re: Opinions
Posted by trooprm02 on Sat, 13 May 2006 23:17:21 GMT
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About the XWIS tool, it has proven to work on fixing that ping = 996 error for me and every signle person I have told.....

SO:

If your ping sasy 996 for all servers, use the xwis tool to make sure its set to WOL, and not XWIS...

Subject: Re: Opinions
Posted by Homey on Sun, 14 May 2006 04:53:39 GMT
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Well when it was on Wol when I had my firewall on servers did that. No big deal.

Subject: Re: Opinions
Posted by JPNOD on Sun, 14 May 2006 08:30:52 GMT
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If you don't have the 999 ping then there's a great possibily that your firewall is not well configured. Because having ICMP blocked is one of the things to make you stealthy on the internet.

Subject: Re: Opinions
Posted by light on Sun, 14 May 2006 10:13:03 GMT
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JPNOD wrote on Sun, 14 May 2006 20:30If you don't have the 999 ping then there's a great possibily that your firewall is not well configured. Because having ICMP blocked is one of the things to make you stealthy on the internet.
To my knowledge, you could get a proper ping from servers before the changeover to XWIS. I understand that blocking ICMP is smart, but how could people get pings before, but not now?

Subject: Re: Opinions
Posted by almor999 on Sun, 14 May 2006 13:45:33 GMT
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The "Ping" you see in Renegade is not from an ICMP echo request/reply. It is most likey done using TCP or UDP packets. My software firewall and router are both configured to not allow echo replies out and echo requests in.. so noone can ping me. With these settings I do not have any problems with the pings showing up correctly in Renegade.

Subject: Re: Opinions
Posted by Dave Anderson on Sun, 14 May 2006 13:49:56 GMT
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Quote:With these settings I do not have any problems with the pings showing up correctly in Renegade.

Shouldn't that be, "incorrectly"?

Subject: Re: Opinions
Posted by almor999 on Sun, 14 May 2006 13:59:56 GMT
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Dead Dave wrote on Sun, 14 May 2006 09:49Quote:With these settings I do not have any problems with the pings showing up correctly in Renegade.

Shouldn't that be, "incorrectly"?

I think people understood what I was trying to say.

-EDIT-

I misunderstood what you were talking about, Renegade does use an actual ICMP ping for the server listing. I was thinking about the ingame ping and how the FDS gets the ping of the players connected to it.

Subject: Re: Opinions
Posted by light on Sat, 20 May 2006 11:11:52 GMT
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So now we are on the same page, how come we only started seen all the 999's once XWIS came in? Before that WOL would post accurately for most servers. (And i'm assuming they didn't all decide to block ICMP when the ransition was made)

Subject: Re: Opinions
Posted by trooprm02 on Sun, 21 May 2006 19:45:38 GMT
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light wrote on Sat, 20 May 2006 06:11So now we are on the same page, how come we only started seen all the 999's once XWIS came in? Before that WOL would post accurately for most servers. (And i'm assuming they didn't all decide to block ICMP when the ransition was made) The 996, as I explained above, is because when the transition from WOL to XWIS was taking place, at a certain point, you need to get the XWIS tool, and which the WOL IP from WOL, to XWIS to play online. To fix the 996 latency problem, get the tool, and reset it to the WOL IP