
Subject: Bandwith Reseter

Posted by [Xpert](#) on Mon, 12 Sep 2011 10:47:12 GMT

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Was that not re-added to SSGM?

Subject: Re: Bandwith Reseter

Posted by [StealthEye](#) on Mon, 12 Sep 2011 11:21:11 GMT

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What would it do?

Subject: Re: Bandwith Reseter

Posted by [Caveman](#) on Mon, 12 Sep 2011 11:23:25 GMT

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I think he means when someone attempts to set their BW below a certain amount and the server resets it back to the min allowed?

Subject: Re: Bandwith Reseter

Posted by [Xpert](#) on Mon, 12 Sep 2011 11:39:29 GMT

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Caveman wrote on Mon, 12 September 2011 07:23I think he means when someone attempts to set their BW below a certain amount and the server resets it back to the min allowed?

Yes this. It was actually useful to prevent people from abusing it and setting it below a certain amount to give them the advantage of shooting people lagging against walls.

Subject: Re: Bandwith Reseter

Posted by [StealthEye](#) on Mon, 12 Sep 2011 11:49:43 GMT

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Put

MinimumBandwidthPerClient=123456

in your server.ini in the [Server] section.

Subject: Re: Bandwith Reseter

Posted by [ExEric3](#) on Mon, 12 Sep 2011 11:52:36 GMT

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StealthEye wrote on Mon, 12 September 2011 13:49Put

MinimumBandwidthPerClient=123456

in your server.ini in the [Server] section.

Looks like TT have some hidden options...

Is there some others options?

Subject: Re: Bandwith Reseter

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 12:16:36 GMT

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Xpert wrote on Mon, 12 September 2011 13:39Caveman wrote on Mon, 12 September 2011 07:23I think he means when someone attempts to set their BW below a certain amount and the server resets it back to the min allowed?

Yes this. It was actually useful to prevent people from abusing it and setting it below a certain amount to give them the advantage of shooting people lagging against walls. One important thing however is that you can't put it ridiculously high anymore or the client will lag to shit if he's using 4.0. Same happens when he's actually on a shitty connection and you force the BW too high.

Subject: Re: Bandwith Reseter

Posted by [StealthEye](#) on Mon, 12 Sep 2011 13:54:06 GMT

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For server.ini, the options are:

AntiCheatEnabled (enable/disable anti cheat)

TeamTimer (not sure, but I think this is the time after which empty teamed vehicles become unteamed)

MinimumBandwidthPerClient

NoGameplayPending (disable gameplay pending if there is only one player in a multiplayer game)

PointsFix (enable/disable pointsfix; new in the next release)

[edit]

Found another few, these were ported from BIATCH and are documented here:

<http://www.blackintel.org/renegade/projects/biatch/configurationfile>

BlockSecretPurchases

IsPTCheckEnabled

PTDistanceThreshold
AllowedAmmoLifetime

Subject: Re: Bandwith Reseter
Posted by [jonwil](#) on Mon, 12 Sep 2011 15:09:28 GMT
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All of these config options are documented at
http://www.tiberiantechologies.org/wiki/index.php/Server_owner_guide

Subject: Re: Bandwith Reseter
Posted by [StealthEye](#) on Mon, 12 Sep 2011 15:15:38 GMT
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Except for that they aren't. (They should be though.)

Subject: Re: Bandwith Reseter
Posted by [jonwil](#) on Mon, 12 Sep 2011 15:20:33 GMT
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They are documented in the entry about server.ini

Subject: Re: Bandwith Reseter
Posted by [StealthEye](#) on Mon, 12 Sep 2011 15:32:44 GMT
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Nope. Not all of them.
