
Subject: Stop blaming the host for lag :)

Posted by [Crimson](#) on Tue, 10 Feb 2004 21:36:53 GMT

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There are four factors of lag. If you don't know this already (most do know), press F8 or ~ and type "fps" and press enter. Your FPS, SFPS, KBPS, and PING will appear on the screen.

FPS: A product of your own system. A combination of processor, RAM, and Video card. When there are more players in the game, there are more people to keep track of and even if your modem is downloading enough information, your computer still has to process it, store it in RAM, and your video card has to draw the screen.

Most players will find 20FPS or higher playable for Renegade. If you have an nVidia card, you'll want to download nvRefresh Tool at <http://www.nvrt.org/> to increase your refresh rate in-game to 85 which will also move your FPS's maximum to 85.

SFPS: This is strictly a product of the server. The Renegade FDS has a maximum FPS of 60 though you will sometimes see 61 and 62. When there are a lot of players and vehicles, this number can drop, depending on the power of the system running the game. If it's a dedicated server (like fastc0nn and n00bsvrs) the RAM and CPU are the only factors. The FDS generates text only so the video card isn't a factor.

KBPS: This is a huge indicator of lag. This can be caused by the server OR the player. It's an indicator of how much information you are receiving from the server. If you don't receive enough updates from the server, you and other players will lag. You will "ice-skate" and players will run into walls, then warp back into their right location.

Causes of KBPS lag:

- The server isn't configured to send enough bandwidth out - Edit server.ini to either auto-detect or a fixed amount high enough. My 24 player server uses about 2300 kbps on average.
 - The server can't send enough data. Example, my cable modem at home is only allowed to send out 256 kbps. If I try to host 24 players at home, I won't be able to send out the 2300 that you need and you will warp.
 - WOL sucks and your bandwidth capability was auto-detected too low. Solutions: On the screen where it says "Quick Match" / "Advanced Game Listings", "Chat", move your mouse to the left and pick "My Information". Set your connection to something matching what you have instead of auto-detect. Usually this will stop any problems you have and your KBPS will be sufficient.
- Or, you can manually set your bandwidth budget in-game. Press F8 or ~ and type "sbbo <number>" where <number> is your bandwidth download capability. To find your best number, do this:
- * Go to <http://www.dslreports.com/stest>
 - * Choose a location and follow the instructions to test your line speed.
 - * Your results will read something like this (yours will probably be a lot less because I'm at work when I ran this):
Your download speed : 5610362 bps, or 5610 kbps.
A 684.8 KB/sec transfer rate.
 - * The "bps" number is theoretically your maximum download rate. Remove the last digit and round it to a nice even number (I would use 550000 on my results). This is your optimum

bandwidth setting. Press F8 or ~, type "sbbo 550000" and press Enter. If your KBPS was too low before, you might see the KBPS increase each second up to the amount the server can send you.

--- Just like a server, if you have a limit on your kbps (like 56k modem), you won't be able to pull down the necessary bandwidth for a lag-free game.

Now that you know this, you can now understand why 56k people don't lag a server. When you connect to the server, you tell it "hey, I can handle 150000 kbps so lay it on me" and the server says "ok dude". It puts together 150000 kb per second and sends it to you. The 56k guy comes on and he says "Go easy on me I can only get 54000 kbps" and the server says "ok dude". So the server puts together 54000 kb per second and sends it to him. The server doesn't have to wait for the 56k guy's updates before you are sent yours. He might warp on your screen as his updates come in late, but he won't make everyone lag, and he won't make you lag. You and the server deal with your lag independently of the other players.

PING: Ping is a pretty easy factor. Rarely is ping lag caused by you OR the server. It's usually some router between you and the server that's busy. Most players won't notice ping lag until it's about 350+. High ping is sometimes caused when your little brother is leeching on Kazaa and taking all your bandwidth, and could be caused by the server being too busy to respond to pings (which usually means the SFPS is extremely low as well). Determining the cause of ping lag is beyond the scope of this post, and usually there's nothing you can do except find another server to play on.

I hope this helps you understand lag and stop blaming it on the host when it's not warranted.

Subject: Stop blaming the host for lag :)

Posted by [England](#) on Tue, 10 Feb 2004 21:41:05 GMT

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Stop putting up laggy servers then

God.. im bored.

Subject: Stop blaming the host for lag :)

Posted by [snipesimo](#) on Tue, 10 Feb 2004 22:14:25 GMT

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What about when it IS the host's fault?

Subject: Stop blaming the host for lag :)

Posted by [flyingfox](#) on Tue, 10 Feb 2004 22:20:41 GMT

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So, if I downloaded at like 18 kilobytes per second, that would mean I'm on a 144k connection? And this would mean the custom kbps to tell Renegade is 144000?

Subject: Stop blaming the host for lag :)
Posted by [DaveGMM](#) on Tue, 10 Feb 2004 22:34:14 GMT
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snipesimoWhat about when it IS the host's fault?

But you see, it never is

Subject: Stop blaming the host for lag :)
Posted by [longbow](#) on Tue, 10 Feb 2004 22:40:45 GMT
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Yes, but people complain about 56kers because they don't want people skating across there screen.

Subject: Stop blaming the host for lag :)
Posted by [General Havoc](#) on Tue, 10 Feb 2004 22:54:58 GMT
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And also for some unknown myth people think people on 56K cause the server to lag.

If I conect to a US server my ping is guaranteed to be higher than a euro server, nothing I can do about it.

Subject: Stop blaming the host for lag :)
Posted by [mrpirate](#) on Tue, 10 Feb 2004 22:58:24 GMT
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The most common problem I have noticed is the poor SFPS many servers experience. So no... I won't stop complaining until hosts stop running the FDS on their 100 MHz Pentium.

Subject: Stop blaming the host for lag :)
Posted by [\[HLOW\]Tomten](#) on Tue, 10 Feb 2004 23:51:38 GMT
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Quote:He might warp on your screen as his updates come in late, but he won't make everyone lag, and he won't make you lag. You and the server deal with your lag independently of the other players.

Thats not 100% correct.

It happend to me more then once that I have bought an apc and then two other renegade players jump in and the apc goes fine, no lag at all but then this 4th guy jumps in and the apc starts to warp all over the screen and you cant drive it so you think wtf? and jumps out and all the lag is gone and then you jump in your apc again and its starts to warp all over the screen, but when this 4th guy jumps out, the apc returns to normal. Ive seen this happend on all 2+ seats tanks and I seen it happend to others. When I and the others ask this "lag" guy what connection he have they always say 56k modem.

Subject: Stop blaming the host for lag :)
Posted by [DragonFg](#) on Tue, 10 Feb 2004 23:56:04 GMT
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snipesimoWhat about when it IS the host's fault?

It's the host's fault when I host, because anytime the number of players exceeds 4 they will all be disconnected simultaniously.

Subject: Stop blaming the host for lag :)
Posted by [Majiin Vegeta](#) on Wed, 11 Feb 2004 00:03:44 GMT
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mrpirateThe most common problem I have noticed is the poor SFPS many servers experience. So no... I won't stop complaining until hosts stop running the FDS on their 100 MHz Pentium.

its actually the bots and scripts they are running.. with all the players and all the logs the bots have a lot of logs to search thru for ladders recommendations.. if they are banned and for what reason...

becoming a strain on servers... even tho all these new things make the servers kewl.. the lag totally ruins it.. it is almost unplayable on most servers

Subject: Stop blaming the host for lag :)
Posted by [msgtpain](#) on Wed, 11 Feb 2004 00:28:30 GMT
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Majiin Vegeta

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Uh.... don't think so. Do you know how processor intensive the FDS actually is? It does Far more

crunching than any server bots that are out there..

I just logged in to my server, it's been up for about 56 hours.

System Idle Process 46:21:50

Server.dat 8:38:09

csrss.exe 0:17:46

explorer.exe 0:10:08

java.exe 0:04:01

In the 8.5 full hours of CPU time that the FDS has used, our admin bot has used 4 minutes.

They definitely aren't competing for CPU time..

Subject: Stop blaming the host for lag :)

Posted by [Aircraftkiller](#) on Wed, 11 Feb 2004 00:46:03 GMT

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That's not 100% correct.

It happens to me more than once that I have bought an APC and then two other renegade players jump in and the APC goes fine, no lag at all but then this 4th guy jumps in and the APC starts to warp all over the screen and you can't drive it so you think WTF? and jumps out and all the lag is gone and then you jump in your APC again and it starts to warp all over the screen, but when this 4th guy jumps out, the APC returns to normal. I've seen this happen on all 2+ seat tanks and I've seen it happen to others. When I and the others ask this "lag" guy what connection he has they always say 56k modem.

That's not what it is. It's just a vehicle bug - he gets into it and gets that "messed up first person" view. This causes the entire vehicle to be screwed up until he leaves it and enters again, or stays out of it completely.

Subject: Stop blaming the host for lag :)

Posted by [forsaken](#) on Wed, 11 Feb 2004 00:59:51 GMT

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Thank you for the info on the refresh rate Crimson, you gave me another 15 fps.

Subject: Stop blaming the host for lag :)

Posted by [m1a1_abrams](#) on Wed, 11 Feb 2004 01:24:00 GMT

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Even if someone was under the illusion that it's ever the server's fault, they'd soon be put right by the automated response to the word "lag". Rest assured, they'll never be so foolish as to question anything again.

Subject: Stop blaming the host for lag :)

Posted by [rm5248](#) on Wed, 11 Feb 2004 01:29:08 GMT

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ha, this reminds me of a little lag bug in renegade. sometimes, when you're getting into a vech, you will be in the vech, but still in 1st person view. ive done this before, it looks like you're driving a remote control vech.

you will be moving, and the vech will be moving, but you're not in it

Subject: Stop blaming the host for lag :)

Posted by [gibberish](#) on Wed, 11 Feb 2004 02:03:14 GMT

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Crimson you missed one cause of lag:

Players with exceptionally high pings (> 1000).

When one of these players joins the game it is noticable.

When I kick them the lag goes away.

I would also recommend only playing on Dedicated servers for the following reasons:

1.> If the server is not dedicated and a low spec machine it can have trouble handing the game and the graphics.

2.> A lot of non-dedicated servers simply don't have the bandwidth for the number of players they try to support.

3.> Playing against the host sucks, as they have a massive advantage especially when it comes to sniping.

Subject: Stop blaming the host for lag :)

Posted by [hareman](#) on Wed, 11 Feb 2004 04:25:00 GMT

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She did cover that one actually In any case only the new players complain of this. ANY one who plays games on a regular basis knows that lag is a problem with everyone sometimes.

With that said

MY CONNECTION SUX I HATE RR

THEY CAN DIE AND GO TO HELL

Subject: Stop blaming the host for lag :)

Posted by [Crimson](#) on Wed, 11 Feb 2004 08:19:10 GMT

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If you think this document was strictly for saying "it's NEVER the host's fault" then you didn't read it all.

Yes, sometimes it IS the host's fault... this is to help you determine when that's the case. Because MOST of the time it's NOT the host's fault.

Really read the part about KBPS lag... I notice a LOT of people in my servers who aren't pulling enough KBPS and subsequently bitch about lag.

Subject: Stop blaming the host for lag :)

Posted by [m1a1_abrams](#) on Wed, 11 Feb 2004 16:47:04 GMT

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Maybe I piled on the sarcasm a little too much, but my point was that those automatic messages that several servers use, in response to the word "lag", are unnecessary and annoying. The majority of the time that I've gotten one of those messages, I haven't even been criticising the server - instead I've made a comment along the lines of "damn lag" as an expression of my frustration when my connection hasn't been so good. When you're having a bad game due to excessive warping and such, it's like an insult to injury to have some snide remark from the server. Some servers even auto-kick you if "lag" is repeated too many times, which I think is totally ridiculous.

Subject: Stop blaming the host for lag :)

Posted by [Creed3020](#) on Wed, 11 Feb 2004 17:48:55 GMT

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forsakenThankyou for the info on the refresh rate Crimson, you gave me another 15 fps.

Same here. Thanks a lot for the extra info...

Subject: Stop blaming the host for lag :)
Posted by [Alkaline](#) on Wed, 11 Feb 2004 18:06:30 GMT
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well, n00bstories sfps is on average 35, so it could be host sometimes. Usually when a lot of people start saying lag, then its the host.

Subject: Stop blaming the host for lag :)
Posted by [Blazer](#) on Wed, 11 Feb 2004 18:28:25 GMT
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Majiin Vegetaits actually the bots and scripts they are running.. with all the players and all the logs the bots have a lot of logs to search thru for ladders recommendations.. if they are banned and for what reason...

becoming a strain on servers... even tho all these new things make the servers kewl.. the lag totally ruins it.. it is almost unplayable on most servers

As msgtpain pointed out, the bots actually use very little CPU. Its pretty simple to parse a text file (the renegade log), and looking up join messages and whatnot is just pulling one record out of a database which is also very efficient.

Reminds me of a funny incident. When I first wrote brenbot, I used to have it running on a linux box, and it remotely admined the crimson79 sniper server (it wasn't running on the same PC as the FDS). Some asshole player spent at least 30 minutes telling everyone that the host sucked, and that it was because brenbot was using all the CPU. Everyone told him their FPS was fine and SFPS was fine for them too, but the guy just kept insisting that the bot was "using all the CPU and RAM". Even when I informed him that it wasnt running on the same machine, but sending commands remotely he still argued, then saying that it must be "using up the bandwidth", LOL even though it was only sending a few UDP packets over the LOCAL network to the server

Long story short:

1. You can't please all the people all of the time. Some people love the features of the various Bots, others use them as something to complain about.
 2. Nobody knows more than the server owner just how much any other applications are impacting performance of the server. I'm sure any server admin monitors the CPU usage if/when they install anything, and would not run a Bot if the machine couldn't handle the miniscule resources they require.
-

Subject: Stop blaming the host for lag :)
Posted by [Crimson](#) on Thu, 12 Feb 2004 02:48:49 GMT
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Alkalinewell, n00bstories sfps is on average 35, so it could be host sometimes. Usually when a lot

of people start saying lag, then its the host.

You must be referring to n00bsvr01. I have 6 servers. n00bsvr01 is running on a 2.4 Celeron which is a piece of garbage, and I sent an inquiry today about the possibility of moving up to a Pentium.

n00bsvr02-06 run on a Dual Xeon box. Even with all the servers full, it doesn't even use half of the CPU, and therefore all the SFPS on those is near 60.

The 35 SFPS on n00bsvr01 is not a cause of lag. As I said, you won't notice SFPS lag until it gets below 15-20.

Subject: Stop blaming the host for lag :)
Posted by [Alkaline](#) on Fri, 13 Feb 2004 02:01:44 GMT
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actually low sfps causes lag. Because of low fps, you will see things warp more, you'll see an apc 1 second, and then another second you will see it leap to another point on the map. I notice cpu lag below 45 sfps. Around 50 or higher is what the server should be at all times with the absolute min being 45 sfps.

yes I was referring to the celeron 2.4 server.

Subject: Stop blaming the host for lag :)
Posted by [gam3rj](#) on Fri, 13 Feb 2004 03:17:13 GMT
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Thanks for the info Crimson! Also, kudos for the NVRefresh tool.

Subject: Stop blaming the host for lag :)
Posted by [Majiin Vegeta](#) on Fri, 13 Feb 2004 03:51:50 GMT
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BlazerMajiin Vegeta its actually the bots and scripts they are running.. with all the players and all the logs the bots have a lot of logs to search thru for ladders recommendations.. if they are banned and for what reason...

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2. Nobody knows more than the server owner just how much any other applications are impacting performance of the server. I'm sure any server admin monitors the CPU usage if/when they install anything, and would not run a Bot if the machine couldn't handle the miniscule resources they require.

so whats makes the 1 SFPS everytime somebody joins... then the must just be the fds :S

when i serach an Ip log(huge ip log) using mirc scripts.. my computer pauses for a few seconds before it brings up the details.. kinda the same for setjoins recommendations.. ladders??

oh well take back what i said about the bots cuasing all the trouble hope someone does find the cause of the sfps drops on servers.. :S

Subject: Stop blaming the host for lag :)
Posted by [Crimson](#) on Fri, 13 Feb 2004 08:26:03 GMT
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Just watch your CPU usage for a few minutes and you might see the cause. Sometimes lowering the CPU priority on a CPU hog will improve performance on the FDS.

Alkaline, please stop being so argumentative. I have been running an FDS for about 2 years and playing Renegade for 2 and a half. I think I know what I'm talking about.

Subject: Stop blaming the host for lag :)
Posted by [hareman](#) on Sat, 14 Feb 2004 13:32:27 GMT
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Hosts Don't cause lag I DO

Subject: Stop blaming the host for lag :)
Posted by [Alkaline](#) on Sat, 14 Feb 2004 17:11:05 GMT
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CrimsonAlkaline, please stop being so argumentative. I have been running an FDS for about 2 years and playing Renegade for 2 and a half. I think I know what I'm talking about.

I have been running a server since renegade demo came out on gamespy, since march 2000. I know what I am talking about as well. Play on other servers and you will see a difference on how the sfps affects gameplay...

Subject: Stop blaming the host for lag :)
Posted by [forsaken](#) on Sat, 14 Feb 2004 23:41:26 GMT
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Hey Crimson, or anyone, how do I make my resolution go below 800x600, because when I saw this

I really want that 120 fps

Subject: Stop blaming the host for lag :)
Posted by [Aircraftkiller](#) on Sat, 14 Feb 2004 23:43:12 GMT
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AlkalineCrimsonAlkaline, please stop being so argumentative. I have been running an FDS for about 2 years and playing Renegade for 2 and a half. I think I know what I'm talking about.

I have been running a server since renegade demo came out on gamespy, since march 2000. I know what I am talking about as well. Play on other servers and you will see a difference on how the sfps affects gameplay...

The Renegade demo came out in 2002. Not 2000.

Subject: Stop blaming the host for lag :)
Posted by [snipesimo](#) on Sun, 15 Feb 2004 00:36:40 GMT
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:rolleyes:

Subject: Stop blaming the host for lag :)

Posted by [Majiin Vegeta](#) on Sun, 15 Feb 2004 04:15:52 GMT

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forsakenHey Crimson, or anyone, how do I make my resolution go below 800x600, because when I saw this

I really want that 120 fps

that would be your MAX FPS.. when your in a normal game you get normal FPS..

btw click the "advance" button then look for the Tab that says "monitor"

i think it was that.. either way its in there somewhere

Subject: Stop blaming the host for lag :)

Posted by [Crimson](#) on Sun, 15 Feb 2004 07:56:58 GMT

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Haha Renegade wasn't out in 2000. LOL I have my Renegade beta CD for Phase 1 which started December 2001, and the game was released on February 26, 2002, but yeah you've been hosting for 4 years. :rolleyes:

Either way, it is NOT the 35 SFPS that causes the lag. It's when the FPS drops once in a while to 15 or so that you experience lag. FPS changes occur when there are more vehicles on the field, when other software on the system uses a little more CPU than normal, stuff like that.

Either way, I am upgrading the box hosting n00bsvr01 to a 2.4 or 2.8 Pentium by the end of the month.

Subject: Stop blaming the host for lag :)

Posted by [exnyte](#) on Sun, 15 Feb 2004 08:08:35 GMT

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CrimsonEither way, I am upgrading the box hosting n00bsvr01 to a 2.4 or 2.8 Pentium by the end of the month.

w00t! Can't argue with that! That is like the only server I've played since it started...
