Subject: can some one PLEASE explain this Posted by Dark Mo on Wed, 18 Jun 2003 02:35:04 GMT

View Forum Message <> Reply to Message

here is what Westwood says my speed is and what dslreports says my speed is

http://www.geocities.com/mohawk118/index3.html

Subject: can some one PLEASE explain this Posted by Imdgr8one on Wed, 18 Jun 2003 03:32:39 GMT

View Forum Message <> Reply to Message

what is there to explain????? I'm lost.

Subject: can some one PLEASE explain this Posted by Dark Mo on Wed, 18 Jun 2003 04:06:45 GMT View Forum Message <> Reply to Message

i would like to know why WESTWOOD says i am 56k when i am ABOVE 1mb up and down

Subject: can some one PLEASE explain this Posted by Ferhago on Wed, 18 Jun 2003 04:14:42 GMT View Forum Message <> Reply to Message

It is a presaved setting.

Go to My information before logging in.

Go down to where it says connection. It should say 56k for you. Select it and then your real connection. Or if you want renegade to test your speed for you select the test bandwitdth option.

Renegade isnt saying thats your speed. Its saying what you told it your speed is which default is 56k

Subject: can some one PLEASE explain this Posted by Majiin Vegeta on Wed, 18 Jun 2003 04:21:37 GMT View Forum Message <> Reply to Message

if you let renegade DETECT your bandwidth when you log on... it will detect you bandwidth if not it tells you, you have a 56k

Dage 1 of 2 Commented from Comment and Congress Benegate Official Forums

Subject: can some one PLEASE explain this Posted by Dark Mo on Wed, 18 Jun 2003 05:02:04 GMT

View Forum Message <> Reply to Message

that is WHAT westwood detected my speed at i have been playing a while and everyonce in a while it detects me at 56k even if i go in and have it re detect it ays i am 56k if i set it to 1m/1m i still get a VERY HIGH ping

example if i entered the game that speed is (44) i will have a ping of 600-1000) so i can't play till WESTWOOD says i am 1m/1m

Subject: can some one PLEASE explain this Posted by Squiddley on Wed, 18 Jun 2003 08:52:43 GMT

View Forum Message <> Reply to Message

I think this was covered in some depth a long time ago, but it boiled down to something wrong with the way in which the program "detects" and handles connection speeds. (Putting aside any net congestion or ISP problems) If that's wrong, then I'm sure someone'll come along and set things straight.

Despite having an ISP that claims speeds "up to" 10Mbps, the program frequently detects between 56k & ">4M" speeds. In-game pings are always much higher than reported in the server selection screen. Gameplay is best when I use a manually set 56k speed e.g. driving and movement is more responsive and seems "real-time".

Sorry no answers, but I hope it explains...something

Subject: can some one PLEASE explain this Posted by laeubi on Wed, 18 Jun 2003 09:15:13 GMT

View Forum Message <> Reply to Message

WOL detects the: 'Highest available bandwith in a specified time'

But often fials (I once get a 100MB con with my 56k)

The best way if your using Brodband sett your speed manualy to ISDN (or whatever it is called in the settings screen)

Thats enough for good gameplay and it seems the game running much smother with this setting on barodband because you have a 'reserve'.

If you play Rengade and have Problems with pings and such, disable all IRC and IM (e.g. Aim/ICQ/MSN/YIM) sessions and be sure that no Filsahring Program or such is running, because this programms often try to grab all posible Bandwith.

Just some tips.

Subject: can some one PLEASE explain this

Posted by General Havoc on Wed, 18 Jun 2003 12:57:54 GMT

View Forum Message <> Reply to Message

Remember something. You can have a T3 line say in America and you download off the machine with the T3 connection. Your ping could be 1000ms (1 second) but you still receive the data at the T3 rate even though there is a delay. Thats why some High bandwidth servers lag due to there network setup going through multiple routers and gateways before reaching the client. This means that bandwidth is not an indication of latency, the two are not related. It may not be related to this probel but just something worth knowing. It's basically the same reason you can't play games over a sattalite connection because the signal is delayed but you still get the fast transfer rates.

General Havoc

Subject: can some one PLEASE explain this Posted by laeubi on Wed, 18 Jun 2003 13:08:02 GMT

View Forum Message <> Reply to Message

True.

Subject: can some one PLEASE explain this Posted by kawolsky on Wed, 18 Jun 2003 20:51:55 GMT

View Forum Message <> Reply to Message

go to my info on WOL, where it says connection click retest. that should fix it

Subject: can some one PLEASE explain this Posted by Creed3020 on Wed, 18 Jun 2003 20:56:01 GMT

View Forum Message <> Reply to Message

I am on DSL but just set that damm thing to Lan/T1 in the My Info Screen

I never have any problems...