Subject: Renegade Console Thing
Posted by flyingfox on Tue, 12 Apr 2005 22:31:42 GMT

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what I know for sure is that when I host a game and the KBPS goes above 50, my players lag. If it goes back under 50, no more lag. I think the maximum MINE should go with reasonable play is 35...read on to see why.

Quote:so high kbps = lag?

my theory: YES, the higher the KBPS goes in renegade (F8, fps) the more your game will lag IF it is higher than your actual limit of KBPS transfer. can someone verify this for me?

KBPS can be referring to kiloBYTES as well as kiloBITS, and 8 bits are in a byte. So when your service provider tells you you have 56k, or 256k, or 1MB, they mean in bits... 56,000 bits per second, 256000 bits per second, etc. 56,000 * 8 = 448000, or a 4.4kbps transfer rate which is the average maximum a 56k modem would download at. 256,000 * 8 = 2048000, or a 20.4KBPS transfer speed. Renegade's KBPS is referring to your kiloBYTES, so naturally you would need something like a 1Mbps connection (80.0kbps transfer) to AVOID lag in a big game where the KBPS can be very high.