
Subject: Re: Your pings??

Posted by [=HT=T-Bird](#) on Sat, 15 Oct 2005 12:15:59 GMT

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EA-DamageEverything wrote on Fri, 14 October 2005 22:04AADude7 wrote on Mon, 03 October 2005 21:10My pings are usually 60 - 180

(I got cable)LOL, this says nothing. better tell us your ping when pinging a website. Because in Germany, we have different Situations=

Most of all got ADSL, a few got Cable in various speeds and we have some testing projects with ADSL2+ (16Mbits, 25Mbits are still possible). We have also some 56K and 64K ISDN Users too, but they aren't worth talking about. The DSL speeds are enough to play Rene (from 1000/128 up to 6000/640), but I must add that people must pay Money to some ISPs for Fastpath. For example, my ISP is ARCOR and I have FP without paying an extra fee. The biggest ISP, the T-ONLINE (belongs to the german T-COM -you may know them as T-MOBILE in the states) requires 1 Euro every month for FP...Not every Gamer has it.

So if people check the ping by pinging a website via DOSbox, the result ist at ~40-70 without and at ~11-20 with FP.

PING=

The annoying thing for me as a german is: When I play on german servers with good connections, my Ping is 50-120. When I play on servers located in UK, Netherlands or some other EU countries, the Ping is 80-200. Now the worst situation is when I play on servers hosted in the USA. Ping is NEVER under 170 and on the crappy Adadserv , i got 500 one time.

I laughed my ass off once I was on the MP Turbo-AOW: There is an autoannounce written which goes like this: 'Server 3,2Ghz...2GB Ram.....100Mbit Uplink, so lag=you' ROFL, all MP servers are slightly lagging for me (too much scripts? Dont forget that a server shares the 100Mbit uplink with other servers in the datacenter) , the best Ping of all servers from WOL US has XPHAZE. But I can play on the most servers, even on Non00bs when it's full. My favourite is Unrules -Newmaps, because the poor european gamers don't wanna play Fanmaps. No clue why, but it's a fact.

Anyone got an Idea why we europeans got horrible Pings on US servers? Germany has rockstable backbones, it's not our fault...

FPS=

My comp: AthlonXP 3200+ @2,5Ghz / 1GB Ram and a Geforce 6800

My avg FPS is 55-60, on empty servers 75. I'm limited to 75 because I got a BenQ TFT and have turned Vsync on. When it comes to massive rushes on Non00bs when it's full with 50 players, my FPS drops to 40. I would never buy a 6800 again, my previous 6600GT was way faster. But the 6600Gt was noisy, so I bought this 6800 with Heatpipe cooling...

IT'S THE TRANSATLANTIC CABLE M8! The Trans-Atlantic data pipe has a very high BDP = LAG. Example from Halo: I ping 67-100 to most US datacenter servers...However, I run 167-200 to the WNx UK Halo servers and even higher to servers in continental Europe
