Subject: Re: Please Help with performance issue.
Posted by StealthEye on Mon, 06 Nov 2006 16:14:44 GMT
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The default value is 30 on the client, but for some reason mine was 5 for a long time, so I experienced excessive lag even in a lan game. the nur does indeed affect your ping. renegade ping = 500/servernur + 500/clientnur + normalping
on average. That's also the reason why the ping fluctuates so much.

The nur is 30 on the BI servers, as we have more then enough bandwidth

fyi, nur is an alias for net_update_rate, which is slightly more self explanatory

I'm not sure whether the client inherits the server settings, I guess it will just ignore the server nur, it wouldn't harm because client -> server traffic is much less than server -> client traffic I guess