Subject: Re: game pending connection interrupted
Posted by StealthEye on Wed, 05 Oct 2011 01:40:59 GMT

Renegade did not properly interpret the sbbo value, which was fixed in TT. "So why was it changed?" Well, the previous behavior led to random lag spikes; lag on connections that are fine (low latency, high bandwidth).

Previously, the packet header overhead (or compression gain) heuristics multiplied the sbbo by 20 in most cases, then noticed the value was too high, and throttle back fast, go back up again, etc. which made the bandwidth fluctuate and sometimes be set too high and sometimes too low. The current code correctly computes the packet header overhead, and this multiplication comes down to something like 1-1.5 or so. Setting the sbbo incorrectly therefore suddenly makes a difference. Always multiplying the bandwidth by 20 will probably work around the issue for many, but is not a real solution. The real solution is to add a throttling mechanism that detects that more bandwidth can be used and increases the sbbo. An (agressive) downwards throttling mechanism is already present.