Subject: Ping problem
Posted by GrAveTzT on Sun, 09 Apr 2006 22:49:15 GMT
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Setting aside the fact that I live in a spit of land that has a horrible DSL connection speed, is there any way to slow down the jumpiness.

-I run no programs in the backround
-I am running no mod,skins, no extra features.
-I'm running ren-G and the right patches

Is there an add-on that I'm missing or anything. Even though the ping levels are showing as low, I got jumpiness.

Any idea's?

Subject: Re: Ping problem
Posted by =HT=T-Bird on Sun, 09 Apr 2006 23:43:41 GMT
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GrAveTzT wrote on Sun, 09 April 2006 17:49Setting aside the fact that I live in a spit of land that has a horrible DSL connection speed, is there any way to slow down the jumpiness.

-I run no programs in the backround
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-I'm running ren-G and the right patches

Is there an add-on that I'm missing or anything. Even though the ping levels are showing as low, I got jumpiness.

Any idea's?
press f8 and type sbbo 150000 (or however slow your DSL connection is)...that's the only thing I can think of (either that, or try turning all your graphics settings down in Ren Config).

Subject: Re: Ping problem
Posted by light on Mon, 10 Apr 2006 03:11:06 GMT
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Does your FPS drop?

Subject: Re: Ping problem
Posted by Goztow on Mon, 10 Apr 2006 07:44:05 GMT
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Please some morei nfo...

Do "F8", and then "FPS" andi t will show your ping, fps, sfps and kbps. Give some info on which one is unstable, ... in which kind of games.

Subject: Re: Ping problem
Posted by GrAveTzT on Mon, 10 Apr 2006 08:33:32 GMT
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I'll try that then

Subject: Re: Ping problem
Posted by GrAveTzT on Tue, 11 Apr 2006 06:04:27 GMT
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Ping is the obvious one to me, but FPS I forget.

I'm hoping low is a good thing.

Generally It's between 50 & 10, usually sitting at 30ish.

Is that a bad thing or a not bad thing?

<<Hey, light, you arn't, by any chance the White-light that hung around Iddamager with EVA clan are you?>>

Subject: Re: Ping problem
Posted by Goztow on Tue, 11 Apr 2006 06:48:59 GMT
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GrAveTzT wrote on Tue, 11 April 2006 02:04Ping is the obvious one to me, but FPS I forget.

I'm hoping low is a good thing.

Generally It's between 50 & 10, usually sitting at 30ish.

Is that a bad thing or a not bad thing?

<<Hey, light, you arn't, by any chance the White-light that hung around Iddamager with EVA clan are you?>>
FPS: high and stable is good. You have neather...

A stable 60 is perfect for fps. When it drops, you'll get lag.

Set the performance (in the options panel) lower to get an uglier looking game but with better performance.

Close all programs in the background, especially virus and spyware scanners, that might also help. Play on smaller serevrs: more player means a need for bigger performance by your computer. Post us your comp specs plz .

Subject: Re: Ping problem
Posted by light on Tue, 11 Apr 2006 08:56:44 GMT
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GrAveTzT wrote on Tue, 11 April 2006 18:04<<Hey, light, you arn't, by any chance the White-light that hung around Iddamager with EVA clan are you?>>

No. I go by light or lightaura, but not white-light.

Quote:Close all programs in the background, especially virus and spyware scanners

Bad idea. Never disable your Anti Virus or Firewall. You can live without realtime spyware scanning though.

Subject: Re: Ping problem
Posted by Epicalyx on Tue, 11 Apr 2006 11:59:46 GMT
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Quote:you'll get lag.
No, that's not how it works.

When you're FPS drops low, your video card is skipping frames, thus it appears to be chugging or chuggy, not lagging. Lagging is when you are behind an origin or realtime play. 0ms as a latency would mean you have no lag, but anything above 0ms, even the slightest fraction, would mean you have lag. A very small number, mostly under 80ms, would be unnoticable but it would be there.

Your FPS is a completely different matter when it comes to latency. Your latency is determined by your Internet Connection, your Incoming/Outgoing Traffic vs Maximum Traffic, your ethernet and modem, and hardly your CPU. Everything goes through your CPU. If you have a CPU that has extra free "space" when playing a game online, it means that it easily sends out all the video data sent from your video card and the data sent from your ethernet/modem.

Your ethernet only matters really on how much down and upstream it can handle at once and at most. Your modem, such a dialup modem, is hardly the case - with todays CPUs, these modems perform at their best alone. With a Cable/DSL modem, it also has the same depending factors as your ethernet card does (I have my own Cable/DSL modem, and it is a very excellent modem).

You can have 5fps and still retain a decent 50ms. I consider 120ms and anything below decent; anything above either playable or too much delay. When you lag, it could be because your CPU cannot send through the incoming/outgoing data from your ethernet/dialup modem and your video card at the same time, which again is hardly the case with todays CPUs. Your ethernet may not be able to handle such enourmas flow, unless you know it can. Maybe it's your connection (or ISPs) fault for broadcasting some interupted internet.

Latency is hardly affected by FPS by the client. It is only affected for dedicated servers and 'listen' server hosts (non-dedicated, but hosted personally). The FPS there shows how well the CPU of the server is able to perform all the physics/actions/players/etc. You may host a server on dialup with an average of 60fps, but players will experience lag due to the slow internet connection the server has. RAM, by not too much, but will affect the FPS.

When a DS has low FPS, players will experience gameplay problems. When the player himself, as a joining-player (not hosting-player), has low FPS or high (doesn't matter), he shouldn't experience any.

Subject: Re: Ping problem
Posted by Goztow on Tue, 11 Apr 2006 12:06:07 GMT
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Congrats, you just wasted a whoile lot of time explaining that when his FPS drops, he lags. Technically maybe not but on his screen, it seems like he lags, so for him he lags.

Subject: Re: Ping problem
Posted by GrAveTzT on Tue, 11 Apr 2006 18:19:01 GMT
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I lag but it's more un-predictable. But now that I took another look it goes to 60 at times. and shoots down when people flame rush in.

I can own in large servers with 20 guys, but then other times I can't own in the same bigger servers.

-Dual Pentium 3 800's(2)
-512Ram sd
-Sound card Live platinum
-MSI Nvidia Geforce 4 Ti 4200

Subject: Re: Ping problem
Posted by Goztow on Tue, 11 Apr 2006 18:50:15 GMT
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Geforce 4 series, long time I didn't see those . That's definately the problem .

Subject: Re: Ping problem
Posted by light on Wed, 12 Apr 2006 03:29:21 GMT
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Goztow wrote on Wed, 12 April 2006 06:50Geforce 4 series, long time I didn't see those . That's definately the problem .

I run a GF4 Ti 4200 64MB and I don't have those issues. I play at 1024x768 with full detail and my FPS only drops down to about 30 minimum, and thats on volcano.

So, sorry, but the card isn't the issue by itself.

Subject: Re: Ping problem
Posted by Goztow on Wed, 12 Apr 2006 06:58:37 GMT
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light wrote on Tue, 11 April 2006 23:29Goztow wrote on Wed, 12 April 2006 06:50Geforce 4 series, long time I didn't see those . That's definately the problem .

I run a GF4 Ti 4200 64MB and I don't have those issues. I play at 1024x768 with full detail and my FPS only drops down to about 30 minimum, and thats on volcano.

So, sorry, but the card isn't the issue by itself.
Try playing in a full 40 players server (which btw I don't do myself because it is just stupid).

Subject: Re: Ping problem
Posted by GrAveTzT on Thu, 13 Apr 2006 06:27:01 GMT
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I got a bad deal on that card. I had no reasourses and needed to buy anything.

I'm just happy it's better than My old TNT 2 ultra. However it did it's job.

But don't forget. I live in Manitoba, Canada. But close to the border(about 2 hours up from Grand Forks)

That may have an effect.