Subject: Not detecting bandwidth
Posted by Ray Jones on Wed, 12 Sep 2007 10:48:48 GMT
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When getting into a server Renegade is not checking for available bandwidth. It just straight away jumps to the map loading. Now I am getting d/c everytime I play on a server. I have tried complete uninstallation and reinstallation but the problem still persists. Also in the 'My Information' settings the Retest button simply sets the Connection to Auto(56700,56700) when it is clicked. I am using GSA and Scripts343 on ADSL.

Subject: Re: Not detecting bandwidth
Posted by CarrierII on Wed, 12 Sep 2007 12:02:12 GMT
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Change it from "56,700,56,700" to "LAN/T1"

Subject: Re: Not detecting bandwidth
Posted by Ray Jones on Wed, 12 Sep 2007 13:05:30 GMT
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I tried it and it didnt do anything better. I still get the message "Connection to Game Pending" msg after playing around 5 min on a server then d/c. I think those settings on "My Information" are for WOL(XWIS) so they wont have any effect on someone who is joining through Game Spy Arcade like me but its just a guess .

Isn't there anyway to turn on that bandwidth detecter again when joining a server ? OR Could it be a Renguard issue because 90% of the time I get d/c is just before Renguard plays the sound "You have been connected to a Renguard Protected Server" ?
Any help on this would be much appreciated .

Subject: Re: Not detecting bandwidth
Posted by Goztow on Wed, 12 Sep 2007 15:15:10 GMT
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U didn't say u were playing on gamespy .

When arriving in a game, hit F8 and then enter 'sbbo 2000000'. It will set your bandwith to 2 Mbit.

Subject: Re: Not detecting bandwidth
Posted by Ray Jones on Wed, 12 Sep 2007 16:57:44 GMT
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Ray Jones wrote on Wed, 12 September 2007 05:48I am using GSA and Scripts343 on ADSL.

GSA= Game Spy Arcade .

Subject: Re: Not detecting bandwidth
Posted by Goztow on Wed, 12 Sep 2007 18:34:29 GMT
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Ow right.