Subject: Bandwidth usage
Posted by Veyrdite on Fri, 04 Jan 2008 03:39:09 GMT
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Testing my FDS lua scripts
What is the amount of data transferred on a one player FDS?

Subject: Re: Bandwidth usage
Posted by Genesis2001 on Fri, 04 Jan 2008 05:18:20 GMT
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AFAIK, it varies from player to player. The engine, again afaik, detects what speed of connection the player is running at and then assigns XX amounts of bandwidth to that player.

That's how I understand it. ^,^

~MathK1LL

Subject: Re: Bandwidth usage
Posted by Veyrdite on Fri, 04 Jan 2008 05:49:54 GMT
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What if set bandwidth to 56000 on client using console command?

Subject: Re: Bandwidth usage
Posted by Genesis2001 on Fri, 04 Jan 2008 15:25:46 GMT
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It would cause the client to lag because their not getting their alotted bandwidth to match their connection >_<

~MathK1LL

Subject: Re: Bandwidth usage
Posted by EvilWhiteDragon on Fri, 04 Jan 2008 16:25:34 GMT
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MathK1LL wrote on Fri, 04 January 2008 16:25It would cause the client to lag because their not

getting their alotted bandwidth to match their connection >_<

~MathK1LL
wrong

The server will then send that amount of data per second to the client.

Subject: Re: Bandwidth usage
Posted by ExEric3 on Fri, 04 Jan 2008 20:23:05 GMT
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Last day on St0rm server was 50 players and bandwith usage was around 7000 kilobits per sesond (it is 875 KB/s).

But it is variable. It depends on current action in game, in settings on server side and also it depends which connection type is set on client side

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Subject: Re: Bandwidth usage
Posted by CarrierII on Sat, 05 Jan 2008 00:06:23 GMT
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Hall Of Fame - Crimson's post on lag. That'll help.

Subject: Re: Bandwidth usage
Posted by Veyrdite on Sat, 05 Jan 2008 07:17:01 GMT
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56k is 56kb per second, so a minute is 3360kb (approx 3.36 mb).
So half an hour of testing would be approx 100000kb (approx 100mb)
Does this have to be doubled because I'm hosting the server? (The information is sent and received)

Would be a lot easier, cheaper and faster if I can set up a fake WOL on my computer and use a LoopBack connection. In fact I might ask XWIS.

EDIT: No wonder I burst my 2gb cap last month!

Subject: Re: Bandwidth usage
Posted by Genesis2001 on Sat, 05 Jan 2008 16:15:20 GMT
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month!

Unlimited bandwidth ftw!!

~MathK1LL

2008 00:17EDIT: No wonder I burst my 2gb cap last month!

Unlimited bandwidth ftw!!

~MathK1LL
drewling with awe

Subject: Re: Bandwidth usage
Posted by EvilWhiteDragon on Sun, 06 Jan 2008 22:13:25 GMT
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you can use directconnect and set your server to LAN... That should work.. Though I think that all remotely smart routers will rout your connection just in your LAN, if windows doesn't do that automatically already.

Subject: Re: Bandwidth usage
Posted by Veyrdite on Mon, 07 Jan 2008 09:02:36 GMT
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January 2008 08:1756k is 56kb per second, so a minute is 3360kb (approx 3.36 mb).
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Please explain that in laymans terms.
What setting do I have to edit?

Subject: Re: Bandwidth usage
Posted by EvilWhiteDragon on Thu, 10 Jan 2008 12:55:12 GMT
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Please explain that in laymans terms.
What setting do I have to edit?
I'll give it a go...
You set the server to lan mode in the server.ini
then you'll have to make a new shortcut to the game2.exe or game.exe (game2 if you're using renguard). The link should be edited to something like %renegadedir%/game2.exe +connect
<lan_ip_of_the_server>:<serverport> +netplayername "<nickname>" +multi

Fo for example:
C:\Games\Renegade\game2.exe +connect 192.168.1.10:4848 +netplayername
"EvilWhiteDragon" +multi
If your server runs on 192.168.1.10 and on port 4848...

Subject: Re: Bandwidth usage
Posted by Veyrdite on Sat, 12 Jan 2008 01:47:12 GMT
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My local IP or my real IP?

EDIT: What if I set my server to lan and then just go to lan listings in Renegade? Ill try that now.
EDIT2: Grrr. Stupid plugins not working

Subject: Re: Bandwidth usage
Posted by Veyrdite on Sat, 12 Jan 2008 01:58:14 GMT
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Doesn't show in lan list. Will try your method.

EDIT: Tried both my local and my real IP address. Won't work.
I think I know why, I need to use my nick, not the servers. But then where does the password go?

Subject: Re: Bandwidth usage
Posted by Veyrdite on Sat, 12 Jan 2008 02:11:19 GMT
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Used local IP and My own nick, rather than the server's, and it works! (I'm guessing the password
is only needed for WOL)
Thankyou!