\"Disconnected from server\" on long tracks

Posted by byagm - 2017/08/23 15:04

Hi people.

I have a problem with long tracks such as NOS, Targa,... (yes, only long tracks)

IÂ´m driving with several people, passed 10-15 mins (allways simikar time), they cant see me, I keep watching them, and ABB website shows me still in map (while moving).
Passed few secs/mins server says them "user left the game" and I see them frozed.

My router its loggin all possible and it shows no disconections neither on DSL or Ethernet, so I guess connection cuts are discarded.
I have a bad connection, 60ms 3500kbps/380kbps, but never have had that problems. I dont know if ABB server needs better connection or kicks me if I dont have it.

IÂ´ve been testing when frozes other people, and, at least in NOS70, its when they start a new lap (I see their car frozed starting a lap).

==========

Aw: \"Disconnected from server\" on long tracks

Posted by MichaW - 2017/08/23 17:32

Hi agm,

did you try "always rebuild HAT"? Autoupdater/Tweaks/Profile

GlÃ¼ck auf!

==========

Re:Aw: \"Disconnected from server\" on long tracks

Posted by byagm - 2017/08/23 18:07

Will try, Thank you

==========

Re:Aw: \"Disconnected from server\" on long tracks

Posted by byagm - 2017/08/23 18:50

Tried "allways rebuild HAT".
Same problem still...
Thanks anyway

IÂ´m testing to play with my mobile connection by no luck neither, as it disconnects itself.

==========

Aw: Re:Aw: \"Disconnected from server\" on long tracks

Posted by MichaW - 2017/08/23 19:49

Hmmm,

4GB patch in use too?

GlÃ¼ck auf!

==========

Aw: Re:Aw: \"Disconnected from server\" on long tracks

Posted by MichaelE39 - 2017/08/23 20:47

Hi,

question:

did you try "always rebuild HAT"? Autoupdater/Tweaks/Profile]

the funktion of the HAT Files is explained in the Autoupdater, but what is the function of BCH files ?

==========

Re:Aw: Re:Aw:

Posted by byagm - 2017/08/23 22:46

MichaW wrote:
Hmmm,

4GB patch in use too?

GlÃ¼ck auf!

4gb patch is in use. I cannot charge targa if its not installed.

Some news. IÂ´m using right now a USB 3G stick, wich gives me a 68ms 4250kbps/4030kbps connection.

With this connection this has happened.
Practice ok -> Qualy ok -> Race:
Lap 1, I end 1st but when the last arrives lap, it "kicks" me to the last possition.
Lap 2, IÂ´m on last possition, but when the 1st ends lap (that exact moment), I stop watching other players and secons later it says "byAGM left the game".

One question... Both Targa and NOS70 (where server "kicks" me) are in ABB server 8. Could be possible to have a server problem or to have the server programmed to send bigger data packages? EDIT: tested NOStourist on server 4. Same problems. Long tracks are que thing...

Thanks for reading.

==========

Aw: Re:Aw: Re:Aw:

Posted by rdjango - 2017/08/24 14:20

Hi,

can you test with a Lan-connection?

And what is about the energy settings of the networkadapter? Perhaps windows will set them to energy saving after some time.

rdjango

==========

Re:Aw: Re:Aw: Re:Aw:

Posted by byagm - 2017/08/24 15:55

---

rdjango wrote:

Hi,

can you test with a Lan-connection?

And what is about the energy settings of the networkadapter? Perhaps windows will set them to energy saving after some time.

rdjango

Thanks for your answer.
Actually I am on "full power" energy setting in windows.

IÂ´ll try a Lan connection, but IÂ´ll need to install gtl in other pc to create a race with other server instead of my own pc.

Anyway, it bugs/kicks me with USB 3g connection too... Tryed with WIFI, Ethernet and USB3gStick.

On my mind its this question: why It allows me to play in not-long tracks without any problem? :blink:

IÂ´ll keep informing. Thanks.

==========

Re:Aw: Re:Aw: Re:Aw:

Posted by byagm - 2017/08/28 21:35

Tested with other PC, same problem.
Tested in Brno65 (long track too..), same problem.

==========

Aw: Re:Aw: Re:Aw: Re:Aw:

Posted by MichaW - 2017/08/28 22:16

No more ideas...:(

GlÃ¼ck auf!

==========

Re: Disconnects ...

Posted by rdjango - 2017/08/28 23:01

Hi,

looks like timeout/energy saving or somthing else for network inaktivity about this time.

GTL ist very sensible for this - don't know which component(s) of your equipment may cause it.

Which Version of windows did you test?

Greets

rdjango

==========

Re: Disconnects ...

Posted by byagm - 2017/08/30 15:16

IÂ´m as allways on Windows 10 (comp.10240).

IÂ´ve tryed in 2 different PC-s.
In both PC-s IÂ´ve try with Lan, Wi-fi, and 3Gusb. None of then works. (3g usb has 80ms ping, anyway seems to work little bit better (server disconnects me later with 3g).

Since a pair of months I have a new connection at home.
Ping 60ms
Down 3500kbps
Up 380kbps

Yes, 60ms its not a good latency, but its not unplayable.

Could be possible to configurate servers to allow worst quality users? (I mean, in connection XD)
Or maybe my any .ini file to have any data packaging configuration to work better.

As said, the strangest thing is that that only happens in long tracks. In short tracks sometimes happens that my car is jumping in box when I get into.

Ty rdjango.

PD: IÂ´ve no more PC-s/mobiles connected to my router (checked on DHCP table of ther router)

PPD: IÂ´ve no disconnections or microdisconnections on my router as I log all routing movements and I barely see disconnections from 3 to 4 days.

==========

Aw: Re: Disconnects ...

Posted by rdjango - 2017/08/30 16:45

Hi,

very difficult. Your equipment should work. I allways have disconnects sometimes, but not especially on long tracks. 3 laps on brno did work on saturday twice.

So you can try tools like traceroute, wireshark or others to find more about the problems with your connection. Also in other game-forums I found a few years ago some tipps about disconnections and windows 7 or 8, maybe you find some for windows 10.

greets

rdjango

==========

Re:Aw: Re: Disconnects ...

Posted by byagm - 2017/08/30 19:04

Never heard about wireshark. IÂ´ll try.

About disconnections, yes, sometimes network disconnections happens, but the thing is that my connection never disconnects. Its kinda automatical: I only can make 2 laps and in the 3rd kicks me. It happened me in NOS with LMC. Same happens me in Brno65, I exit from pit, complete 1st lap and frozes my car in server (I keep playing on my pc, as it doesnt tell me "youÂ´ve been disconnected"). I check it by watching ABB server map.
Sometimes happens too that I get in to the server and my old "frozed player" still keeps in, so sometimes I see 2 byAGM-s on server during few secconds.

I dont know if IÂ´m gonna solve this, by the moment hope all this helps somebody to solve its connection problems.
Next days IÂ´m gonna try wifislax and lets try with another connection... yo know...

Thanks for the info, Rdjango

==========

Aw: Re:Aw: Re: Disconnects ...
Posted by MichaW - 2017/08/30 19:21

Hi agm,

Did you try a fresh reinstall of GTL? I remember that !Dirk had a similar problem, disconnect after one lap...

Best regards

==========

Aw: Re:Aw: Re: Disconnects ...
Posted by rdjango - 2017/08/30 20:12

Hi,

perhaps - did you try a new profil? Helps sometimes with several Problems.

rdjango

==========

Aw: Re:Aw: Re: Disconnects ...
Posted by hayman3030 - 2017/08/30 21:06

Hi AGM

some long years ago i had connection with 2Mbit.
On long tracks I had similar probs. Long tracks have bigger size, f.ex. NOS Tourist 119mb. Most tracks are between 20 - 40mb.
Try "bigger" connection, 10Mbit for me is enough, works fine.

Greets hayman

==========

Re:Aw: Re:Aw: Re: Disconnects ...
Posted by byagm - 2017/08/31 18:03

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hayman3030 wrote:
Hi AGM

some long years ago i had connection with 2Mbit.
On long tracks I had similar probs. Long tracks have bigger size, f.ex. NOS Tourist 119mb. Most tracks are between 20 - 40mb.
Try "bigger" connection, 10Mbit for me is enough, works fine.

Greets hayman

That info is great. The thing is that I really have litte better connection than before (I had 1mb and now 3,5mb), and before I could play without problems. I'm pretty sure the problem is done by Latency. With more download connectio I could have better latency, but where I live now I cannot have better connection copper doenst pay more than 3.5 and companies still doenst bring me optic fiber.

Thanks for your experience info. Thats very nice for statistics of connection needed.

==========

Re:Aw: Re:Aw: Re: Disconnects ...

Posted by byagm - 2017/08/31 18:05

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rdjango wrote:
Hi,

perhaps - did you try a new profil? Helps sometimes with several Problems.

rdjango

Nope. I've tried a new instalation in other PC but with the same username.

I'll try. Thanks

==========

Re:Aw: Re:Aw: Re: Disconnects ...

Posted by byagm - 2017/08/31 18:10

MichaW wrote:
Hi agm,

Did you try a fresh reinstall of GTL? I remember that !Dirk had a similar problem, disconnect after one lap...

Best regards

On NOS race with LMC I played with a laptop with new instalation of GTL.

I think I'll try a new instalation but without configurate anything...

Thanks!

==========

Re:\"Disconnected from server\" on long tracks

Posted by byagm - 2017/10/09 11:12

News about disconnections on long tracks.

Like it happens on NOS and such as a big tracks, Brno65 has the same problem for me BUT after tens of tests yesterday I've try to make a 3 lap race against Shaggy. I just disconnected my TS and... voilÃ ... server allowed me to end the race counting me all laps.

I dont know if this means that its the solution, but its the biggest step since disconnections started to me in long tracks.

Some data:
I have make a tracert to game1.bierbuden.de and it shows me 12 steps with a 89ms final ping.
My server connection ping is 70, so its 70ms+19ms.
I have ask to other racer from Argentina to make a tracert and it shows him 18 steps with a 239ms final ping. His server connection ping is 12, so its 12ms+227ms.

Mine: 70ms+19ms (problems playing)
Him: 12ms+227ms (no problems playing)

(ms=miliseconds)

==========

Aw: Re:\"Disconnected from server\" on long tracks

Posted by hayman3030 - 2017/10/09 11:55

Hi AGM

I had similar problems with my old computer. When TS was opened, FPS go down to 25-30. Same, when Firefox was opened. But no probs with connection, I have 10Mbit. TS and Firefox maybe use connection resources.

greets hayman

==========

Aw: Re: Disconnected from Server...

Posted by Norbert Calenborn - 2017/10/09 18:16

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byagm schrieb:
News about disconnections on long tracks.

I just disconnected my TS and... voilÃ ... server allowed me to end the race counting me all laps.

I dont know if this means that its the solution, but its the biggest step since disconnections started to me in long tracks.

Hi byagm,

maybe I got a solution for your Problem:

if you got a smart-phone, you can easily use Teamspeak on your Phone instead of using it on your Computer! It works really fine and stable! I will try this solution as well, especially at Brno65, just to improve my fps. And live-tracking will run on another PC/Laptop as well, so my main-PC can fully "concentrate" on GTL ;-)

I tested this solution now a few times and it works really fine. Maybe you should try this as well. I keep my fingers crossed for you! ;-)

with kind regards

Norbert Calenborn

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Aw: Re: Disconnected from Server...

Posted by Norbert Calenborn - 2017/10/10 10:41

Push

Have you allready tried it byagm?

==========

Re:Aw: Re: Disconnected from Server...

Posted by byagm - 2017/10/10 11:38

Norbert Calenborn wrote:
Push

Have you allready tried it byagm?

Hi Norbert, I just have read your post now

I allready use teamspeak through smartphone, I explain, I use smartphone cable as microphone, and TS on PC as sound (without mic). 2 Users, pc and smartph.
The problem of using only on smartphone will be to use earphones (Mobile) and headphones (PC, Game) at the same

time...

IÂ´m still testing if I will be able to run in Brno (and next longs) as yesterday I have test again with wrong ressult.

Thanks for helping!

==========

Re:\"Disconnected from server\" on long tracks

Posted by El Oso Rulo - 2017/10/12 03:13

I have ask to other racer from Argentina to make a tracert and it shows him 18 steps with a 239ms final ping. His server connection ping is 12, so its 12ms+227ms.

Mine: 70ms+19ms (problems playing)
Him: 12ms+227ms (no problems playing)

Unluckily IÂ´have the same problem. But I remember a casual race at Brno 65 about a month and no issues. I was driving a BMW IMSA 77 (probably the server was configured with other class car)

==========

Help! to main server admins about \"disconnections\"

Posted by byagm - 2017/10/12 11:32

Ok.
Tested again:
- Wifi dissabled on router.
- Windows update, Teamspeak and other possible things dissabled. (checked on task manager)
- Connected via Ethernet cable.

Kicked from server with same problem. "El Oso Rulo" has same problem, and Marcel has told me he saw "!Dirk" with same problem.

For new people I repeat whats the problem: On long track races (Brno, Nos,...) we can make only 2 laps before being kicked. On first lap time doesnt show and when other pilots finish its 2nd lap we just dissappear at the exact moment they pass the finish line (on 2nd lap).

CONCLUSSION: Its not a PC or game problem, its just an altbierbude server connection tolerance thing.
I just have a 90ms ping to game1.bierbuden.de server. Its not a good ping, but its not a bad ping neither.
Could please administrators do something to change that tolerance factor from servers?

==========

Aw: Help! to main server admins about \"disconnections\"

Posted by derDumeklemmer - 2017/10/13 19:01

Hi,

I've re-installed the server after Hardware problems ... hopefully your problems are gone now as well.

cheers,
Uwe

==========

Aw: Help! to main server admins about

Posted by byagm - 2017/10/13 23:43

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derDumeklemmer schrieb:

Hi,

I've re-installed the server after Hardware problems ... hopefully your problems are gone now as well.

cheers,
Uwe

THANK YOU this seems to work.
Made 3 races (3 laps) without any problem.

Will tell news.

==========

Aw: Help! to main server admins about

Posted by derDumeklemmer - 2017/10/14 12:50

Hi,

byagm schrieb:

THANK YOU this seems to work.
Made 3 races (3 laps) without any problem.

Will tell news.

good to hear that. ;-)

Thanks for feedback!

cheers,
Uwe

==========

Re:Aw: Help! to main server admins about disco..

Posted by byagm - 2017/10/14 17:15

Very sad to say today problem started again.

Tried 2 races with Wifi off, no ts and no any app opened in Windows (neither windows update).

Does something changed from yesterday to today?

https://bewindracing.com/blog/wp-content/uploads/2016/11/desesperado-1.jpg

==========

Aw: Re:Aw: Help! to main server admins about disco..

Posted by MichaW - 2017/10/14 17:24

No, nothing change

GlÃ¼ck auf!

==========

Re:\"Disconnected from server\" SOLVED

Posted by byagm - 2017/10/20 22:23

Well, IÂ´m so happy to tell that IÂ´ve find the solution to my problem!

The problem was the tolerance of main servers to allow my "private IP" connection.
I called a couple of days ago to my internet provider and they changed my conection type to "public dynamic IP".

Now I can play on long tracks such as Targa, NOS, Brno65,etc.

Thanks everybody for your concern and help during this 2 long moths of tests. :)

https://media.tenor.com/images/4460a12965be2cbe73f03a9f02c2ec49/tenor.gif

==========

Aw: Re:\"Disconnected from server\" SOLVED

Posted by MichaW - 2017/10/21 10:24

Great News AGM :woohoo: Cu at Birmingham :)

Best regards and GlÃ¼ck auf!

==========

Re:\"Disconnected from server\" on long tracks

Posted by Molleri - 2019/10/15 16:33

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http://www.altbierbude.de/images/fbfiles/images/Medi____o.jpg Sehr geehrte GTLegends Administratoren. GrÃ¼ÃŸe direkt aus Brasilien. Die InternetstraÃŸen nach Europa sind zunehmend Ã¼berlastet! Meine Messungen waren> 200ms Latenz :S , was zu stÃ¤ndigen Zerlegungen bei game.altbierbude.de gefÃ¼hrt hat. WÃ¤re es mÃ¶glich, die Toleranz des Standorts zu erhÃ¶hen, um diese Situation zu verbessern? Immerhin ist es nur etwas mehr als 0,2 s zu spÃ¤t. Vielen Dank, meine Freunde.

Dear GTLegends Administrators. Greetings straight from Brazil. The internet roads to Europe are increasingly congested! My measurements have been> 200ms latency which has caused constant disconnections with game.altbierbude.de. Would it be possible to increase the tolerance of the site to improve this situation? After all it's only a little over 0.2 s late .. Thank you my friends.

==========

Re:\"Disconnected from server\" on long tracks

Posted by byagm - 2019/10/16 14:33

Oi Rogero!

Do you have >200ms latency with brasilian servers too? You can try it in www.speedtest.net

1 year ago I had a very bad connection (3mbps/750kbps 80ms) and I had disconnections (as explained in this post) I just called my internet provider and explained them my problem. They changed my IP from "private dynamic IP" to "PUBLIC dynamic IP". Problem was solved.

Another solution could be having a "public static IP" but that's not free...

Muita sorte!

==========

Aw: Re:\"Disconnected from server\" on long tracks

Posted by Molleri - 2019/10/16 18:34

OK. I had already seen your solution.

My latency for brazilian servers is 10ms maximum !! :cheer:

I have already consulted my provider: They said I have the Public Dynamic IP! I wonder if the tolerance on the GTLeends server can't be increased a bit and not disconnected?

Thanks.

==========

Re:Aw: Re:\"Disconnected from server\" on long tracks
Posted by Molleri - 2019/11/10 21:09

Another disconnect in race # 3 ETCC at Imola this Sunday. :(Normal in practice and qualification. But in race it was not possible to complete even the first lap! Ping around 200ms. No information to date from administrators. "Is there more latency tolerance possible from the GTLegends Server?" :dry: Thanks.

==========

Aw: \"Disconnected from server\" on long tracks
Posted by herakles - 2019/11/10 22:42

Could it help if I set up a VPN Server for you?

Or would it just add more latency? Well, at least you'd be in Germany virtually then...

Best regards,
Herakles

==========

Re:Aw: \"Disconnected from server\" on long tracks
Posted by Molleri - 2019/11/11 14:58

We can try. Any help will be welcome. Thanks

==========

\"Disconnected from server\" on long tracks
Posted by MichaW - 2019/11/11 18:40

Molleri schrieb:
Another disconnect in race # 3 ETCC at Imola this Sunday. :(Normal in practice and qualification. But in race it was not possible to complete even the first lap! Ping around 200ms. No information to date from administrators. "Is there more latency tolerance possible from the GTLegends Server?" :dry: Thanks.

It's nothing we can control. Either the dedicated server kicks you out or not...sometimes people with 1000ms and more ping are driving around...

GlÃ¼ck auf!

==========

Re:
Posted by Molleri - 2019/11/12 20:15

"It's nothing we can control. Either the dedicated server kicks you out or not...sometimes people with 1000ms and more ping are driving around...

GlÃ¼ck auf!"

:redcard: :blush:

==========

Aw: Re:
Posted by rdjango - 2019/11/12 21:20

Hi Molleri,

its a problem of GTL - a game(server) from 2006 - I allways get discos sometimes and I live here in Germany. Perhaps you can change your provider - optimize your network(card)settings for onlinegames - or contact your provider to help you with this problem. There are several threads about this problem here in the forum without one best solution.

greets

rdjango

==========

Re:Aw: Re:
Posted by Molleri - 2019/11/13 16:53

---

rdjango wrote:
Hi Molleri,

its a problem of GTL - a game(server) from 2006 - I allways get discos sometimes and I live here in Germany. Perhaps you can change your provider - optimize your network(card)settings for onlinegames - or contact your provider to help you with this problem. There are several threads about this problem here in the forum without one best solution.

greets

rdjango

Thank you so much Rdjango. I will keep trying to participate in the races. I was successful at # 2 in Motodrom Schottenring! Maybe next time at Le Mans 77 .. I hope the server is very kind.. :P

==========

Re:\"Disconnected from server\" on long tracks
Posted by Molleri - 2019/11/16 14:35

Hi all..
My computer and GTL settings are correct. My latency for brazilian servers is 10ms maximum !!
I've tried more than one online gaming optimization app and nothing has changed. The reality is that the road to Strasbourg from my city in Brazil is very long. In the command "trace" I can observe that to arrive in Europe the path is made via USA. Hence latency greater than 200ms! But this delay time is less than a snap (0.2s) .. Why does disconnection only happen during the race? In practice and qualifications it works normally. Does anyone know the answer? :dry: :unsure:

==========

Aw: \"Disconnected from server\" on long tracks
Posted by byagm - 2019/11/16 18:04

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how many jumps of tracert do you have to www.bierbuden.de ?

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Re:Aw:

Posted by Molleri - 2019/11/17 13:50

---

byagm wrote:
how many jumps of tracert do you have to www.bierbuden.de ?

17 :(

==========

Aw: Re:Aw:

Posted by herakles - 2019/11/18 13:58

I have 15, not far from 17. And I live in Germany...

1 1 ms

==========

Re:Aw: Re:Aw:

Posted by Molleri - 2019/11/18 19:37

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herakles wrote:
I have 15, not far from 17. And I live in Germany...

herakles,

Yes, you have 15 jumps ... but latency is around 30ms, correct? Mine is around 200ms. I think this is my problem ... (but only for racing! Practices and qualifications not ..) http://www.altbierbude.de/images/fbfiles/images/TraceRt.jpg

==========