
Bad synchronization with server

Geschrieben von Gambinobross - 16.09.2013 01:24

Guys & girls, hello..

I'm having a lot of synchronization problems with the server (the message on the top of the screen) telling me my client is always trying to sync and it goes from 33 milliseconds to 160 sometimes.

I've set up everything as the bierbude manual says, opening port on firewall and reducing lag problems.

The situation is that I'm on a LAN called Fastweb, on optic fiber, and I have no access to any router, I got a switch in my house..

Any advice? :dry:

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Aw: Bad synchronization with server

Geschrieben von Thomas Beck - 16.09.2013 13:27

Please close the updater while you drive on the server, maybe this could help.

sorry about my bad english :-(

cheers

Thomas

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Re:Bad synchronization with server

Geschrieben von Gambinobross - 27.09.2013 01:38

yep thomas, I've closed it down.

But I fear it is my provider problem: is a LAN and I have no control on portforwarding at all, we have only switches in our houses...

I had this problem a long time ago with falcon 4.0, resolved by developers with new connection protocol..

I've tried to disable in-game collisions using an application that helps to edit .plr profile config file, but I think is server side config, so it resets back to default value everytime.

too bad I cannot engage a race with anybody...:dry:

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Aw: Re:Bad synchronization with server

Geschrieben von Nepomuk - 27.09.2013 16:08

Hi!

VPN can be a workaround for situations like this.

Since all traffic is tunneled, it can resolve port problems if you don't have access to your router.

However it has to be a very good VPN provider since a bad one will cause lags again by itself.

Hope this is of any help.

Nepomuk

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Aw: Re:Bad sincronization with server

Geschrieben von Moorhuhn - 27.09.2013 16:22

Hi Gambino,

have you ever performed a speed-test of your connection? If it's a LAN, maybe someone running P2P is using the bandwith and ping-times up?

Within the GTL-Lobby, you can choose a smaller connection type, reducing data a bit (as far as I know).

Cheerio
Georg

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Re:Aw: Re:Bad sincronization with server

Geschrieben von Gambinobross - 07.11.2013 03:24

Thanks for answers guys.

Yes speedtest is good but it should be a lan network problem..

I should find a good vpn but i didnt loor for it at all.

I had same problems wit Falcon 4 flaying simulator but they have resolved since bms mod came out (modders reprogrammed the way clients connect) so I didnt worry about this problem again. Untill now :)

If I find something usefull I'll report back here :)

Cheers, GmB.

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Re:Aw: Re:Bad sincronization with server

Geschrieben von Gambinobross - 15.08.2014 16:40

Any way to connect to bierbude servers via Hamachi?

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Aw: Bad sincronization with server

Geschrieben von B8man - 16.08.2014 08:08

No.:(

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