Sad news..

Posted by Johannicus - 29 Apr 2010 11:15

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I dont think I will be playing this game for a while. Im just too tired of being kicked by PB because THEY have a bad connection. Sometimes it happens as I spawn sometimes it happens after several rounds. I press the spawn button and after 5 sec I spawn. But it says I have a ping of 146. I never had these problems before last patch so I think its something there. This is why I never play beta, because I dont want a bug filled experience *sigh*

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Re: Sad news..

Posted by liger - 29 Apr 2010 12:50

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have u tried disabling firewall? (if u have any)

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Re: Sad news..

Posted by slaB - 29 Apr 2010 13:20

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It's not a bad ping at all, about everyone in BC2 have a ping between 90 and 230. But some things you might try:

- Run PBSETUP

- Run PBSVC

- Un-install / Re-install

- Make sure PnkBstrA and PnkBstrB are both running in Services.msc (type services.msc in Run)

- Restart PnkBstrA and PnkBstrB via Services.msc

- Allow PnkBstrA.exe and PnkBstrB.exe to access the internet, throught the firewall/router (ports*)

- Delete PnkBstrA and PnkBstrB internet access, then re-assigned access

- Sign in with a different persona

- Make sure all viruses/malware/spyware is removed.

- Turn your firewall completely off

Also, try starting your PC with no unessensial programs/services running, then try and play BC2.

Goto Run, type msconfig, go to the services-tab, then tick "Hide all microsoft-services" and then Deactivate all. Also go to Start-up tab (I don't know what it is in English, but you should be able to understand) and deactivate most programs except programs like soundmanager/grapichs control center or mouse/keyboard software. GLHF!

*PunkBuster Clients use outgoing UDP Port 24349 to get security info from the PunkBuster Master Servers, PunkBuster Servers use UDP Ports 24349 and 24305.

ALSO, a list over known conflicting software:

* Get Right

* DU Super Controler

* Macro Toolsworks

* Girder 3.2

* PRTG Traffic Grapher

* CyberCorder: cybrcrdr.exe

* Paessler Router Traffic Grapher: prtg4.exe

* 3dnasys.exe

* mIRCStats

If this doesn't help, send in a support ticket here:

www.evenbalance.com/troubleticket/new_ticket.php?game=bc2"
onclick="window.open(this.href);return false;

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Re: Sad news..
Posted by Johannicus - 29 Apr 2010 13:48

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Thanks for the help, gonna try and see if those things help..

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Re: Sad news..
Posted by slaB - 29 Apr 2010 14:32

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Np, just shout if you encounter antoher problem

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Re: Sad news..

Posted by Johannicus - 29 Apr 2010 14:47

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First I tried updating it, no luck.

Then I tried reinstalling it, updating it and putting both A.exe and B.exe versions of punkbuster to be allowed internet access. Didnt help 😕

The weird thing for me is that I can play sometimes several rounds before it happens so it must work as its suppose to up to a certain point. My guess is that its failing in communication between the server and PB. Cause my connection is not having problems elsewhere..

Gonna try disabling my firewall..

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Re: Sad news..

Posted by Tunes - 29 Apr 2010 16:44

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Johannicus wrote:

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Gonna try disabling my firewall..

If your machine is directly attached to the internet, you will be pwned in seconds... beware.

If you are behind a router, does firewall even make any sense?!

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Re: Sad news..

Posted by Johannicus - 29 Apr 2010 19:36

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I know, havnt tried disabling it yet. And when Im thinking about it, I rather stop playing then disabling my firewall. Because if its my firewall thats the problem then I cant play anyway.

I read that the reason there is a delay when im trying to enter combat is because BC2 is trying to save my weapon setup to a file on my comp, wich triggers the AV program to scan it. So I tried disabling the deepguard that I think scans those files to see if it helps. It didnt help with spawn time and its too early to know if it solved my PB problem..

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Re: Sad news..

Posted by slaB - 29 Apr 2010 19:47

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Your AV should have been disabled when you disabled all services (except the microsoft ones).

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Re: Sad news..

Posted by Tunes - 29 Apr 2010 20:55

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Spawn time, for me, last time I saw, takes between 30 to 200 seconds on my pc... pb I don't know... But I have no firewall either active or antivirus... (even installed..)

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