

Player monitor max Frequency= Max FPS displayable	Max FPS monitor + 25%	Client side Netspeed (Netspeed in b/s) =FPSneeded * 64	ADSL Modem Capacity	Internet network	Server modem Limited bandwidth for the SoA UT2004 server (unknown value)	UT2K4 Server Tickrate of 35 (35 tick/ seconds) MaxClientNetspeed = 8000 (force) Tick1	Tick2	
Amakhis LCD 75Hz = 75 FPS max	75 + 20 95 FPS	6080 6080b/s 6080b/s	Up=100KB/s=102400B/s Up=800Kb/s= 819200B/s Dl=1200KB/s=1228800B/s Dl=9600Kb/s= 9830400b/s	→packet n°3 (to tick 3) ←1 packet	6080 + 8000 + 8000 bandwidth used →packet n°2 waiting Tick 2 ←1 packet	→Amakhis position1 (packet n°1 received) Aiming on Andrew's head ←Andrew position 1	→Amakhis position2 (packet n°2 received) LG primary shot Click ←Andrew position 2	→Amakhis position3 (packet n°3 received) Andrews Head Touched ←Andrew position 3
Zaiko LCD 75Hz = 75 FPS max	75 + 20 95 FPS	20000 forced to 8000 8000b/s 8000b/s						
ProGamer Andrew Cathodic analog 100Hz = 100 FPS max	100 + 25 125 FPS	8000 8000b/s 8000b/s	Big ADSL Fiber X gamma zoom powa speed optic King size bandwidth ⇒)	→1 packet ←1 packet	→1 packet ←1 packet	→Andrew position1 Bioing at Mino ←Mino position 1	→Andrew position2 Air Bio Mino is safe ←Mino position 2	→Andrew position3 Andrew has been HSed confirmation ←Mino position 3 + New respawn position