

Basic info

Supported **ping** methods:

- **active** - pings the server with in game packets each X amount of seconds and calculates current ping based on response.
- **passive**- calculates ping based on skill casts and thus on each skill usage.

Default: **active**.

Information

Passive method

Author: Undefined

Pros:

- Not detectable.
- Actual ping value in battle without further delays.

Cons:

- 1-3 first skills can be a bit delayed in battle
- Effect can be different for users
- Your skills will be broken with bad settings

Active method

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Pros:

- Simple.
- Stable.

Cons:

- Detectable (in theory).
- For players with unstable connection can't get real ping values.

Configuration

Mode

1. Open config.json (path **./config/config.json**).
2. Find "pingMethod" field and change it to **"passive"** or **"active"**.
3. Edit "pingHistoryMax" field (**35+** for **"passive"**, **15-20** for **"active"** ping method).

For users with unstable connection

4. Find "pingSpikesLimit" and set it to "true".
5. Find "pingSpikesMin": field and set it to: **your average minimal ping - 10**.
6. Find "pingSpikesMax" field and set it to: **your average ping + 30**.

WARNING №1! Wrong settings for spikes can ruin the gameplay.

WARNING №2! Ping spikes control can't really help with **very constant spikes**.