

Explanation of the eFootball Antenna Bar

Shared in channel <https://t.me/efootballCheaterReport>
and group <https://t.me/eFootballxjbt>

1 year ago I shared a post to explain the meaning of eFootball's antenna bar. Here is the finding.

Posted by u/suningxjbt 5 minutes ago

Explanation of eFootball match antenna bar

✖ Technical Help (Console/PC)

	5bar	4 bar	3bar	2bar
peer-peer mode	<10ms	<40ms	<70ms	<130ms
peer-server mode	<20ms	<60ms	<100ms	<130ms

With the help of eFootball network monitor, I can get every latency to the dedicated server or opponent. I make this table after analyzing the relation between antenna bar and latency. The game decides the antenna bar with many factors, definitely not only base on the latency. So the table listed above is only estimated value.

The relationship between bar and latency is roughly correct. But with recent analysis, it's not determined by the server you are pairing, but the result of in-game speed test every 10 minutes. In eFootball, the game will do a speed test every 10 minutes. It'll test the connection to all the 40 server locations.

For example, here is one test result. The game can't get result from Hong Kong server. Then during the next 10 minutes period, every match pairing from Hong Kong server shows 5 bar. The 70ms to Osaka is roughly 3 bar. So everyone from Osaka shows 3 bar, no matter 124ms latency should be 2 or 1 bar.

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22:38:39 In-game speed testing..... (Fastest / Average ms)
      Hong Kong  -1/ -1ms      Changhua  79/175ms      Japan, Osaka  76/ 75ms
      Japan, Tokyo 112/135ms    SKorea, Seoul 172/175ms    Singapore  76/119ms
      Jakarta 234/234ms    Australia, Melbourne 232/233ms    Australia, Sydney 374/581ms
      India, Delhi 264/264ms    India, Mumbai 257/295ms    Qatar, Ad Dawhah 371/372ms
      Saudi Arabia, Dammam 330/337ms    Israel, Tel Aviv 298/299ms    Spain, Madrid 280/324ms
      London 251/252ms      France, Paris 252/253ms    Switzerland, Zurich 272/390ms
      Belgium, Brussels 249/249ms    Germany, Berlin 275/291ms    Germany, Frankfurt 260/261ms
      Italy, Milan 271/273ms    Italy, Torino 279/316ms    Netherlands, Groningen, 252/320ms
      Portland, Warsaw 277/279ms    Finland, Komi Valley 288/288ms    US, Las Vegas 144/146ms
      US, Los Angeles 305/346ms    US, Oregon 198/263ms    US, Salt Lake City 195/196ms
      US, South Carolina 266/269ms    US, Virginia 245/246ms    US, Dallas 215/216ms
      US, Ohio 277/291ms    US, Iowa 318/459ms    Canada, Montreal 217/245ms
      Canada, Toronto 241/242ms    Brazil, Sao Paulo 337/363ms    Chile, Santiago 305/344ms
      S Africa, Johannesburg 400/400ms

Opponent: 34.97.106.46:31225 Local 192.168.1.200:57410, 大阪谷歌云。/Japan-Osaka-Osaka
2024/04/02 22:39:53 This match is forwarded by server (peer-server-peer)*****Confirming*****
Latency to the server: 124ms, Antenna estimated: 2 bar....
22:40:00 34.97.106.46, 124ms, Lose:3.9% 10/256 ...

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So if you get a 5 bar match, it doesn't always mean the connection is perfect. Maybe it's just because the game didn't get the correct speed test result from previous test. And it explains why someone complains about the lag of 5 bar match.