

# WTFAST / User Guide 2016



# This guide is meant to get you up and running fast and seamlessly.

If you have WTFast preinstalled on your machine, please proceed. If you do not, please go here: <https://www.wtfast.com/Download/Start> to download and install WTFast.

After you login to the client, you will be taken to the **Game Select** screen, the relevant section of which is shown below.

## Select Game and Server to Begin Play...

**Game** ?

Game name... ▾

Listed Games  
 Custom Games

Game configuration loaded

**Network** ?

Auto select best connection route ▾

Multi-Server Optimization (Advanced Users Only)

Play!    Manage Settings...

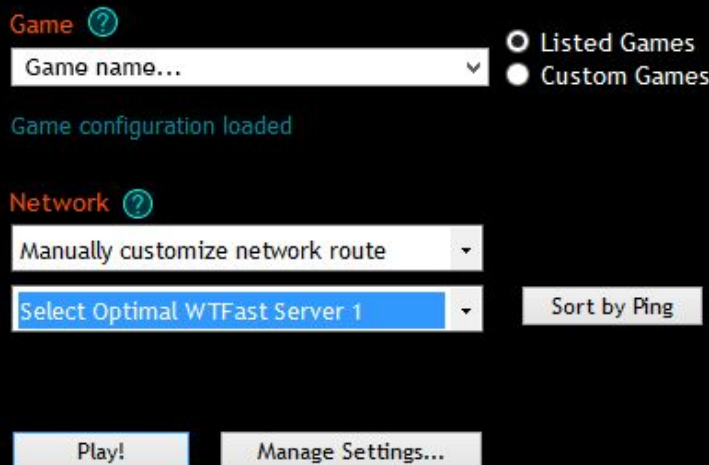
Here you would select the desired game. In the **Game** field, start typing the name of your game, and the game, if supported, will show in an auto-populated list. Click on the game, and it will appear in the **Game** field.

When you see “**Game configuration loaded**”, which is instantaneous, the proper configuration for using WTFast with the game has been established. Now you need to select the connection method in **Network**.

In this case, we have chosen to use **WTFast's Pathfinder** system to auto-select the best connection route. Now, all you need to do is click **Play!**, your game will launch and then you are set to game!

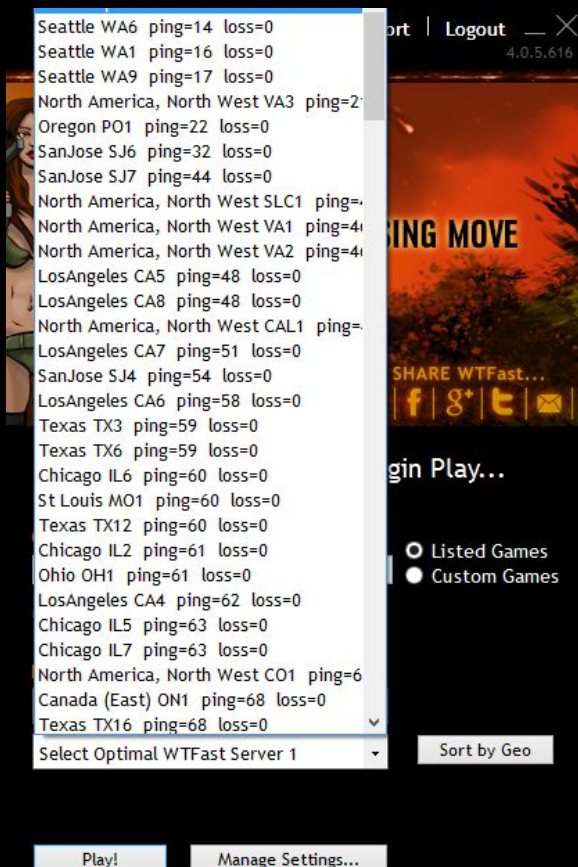
In certain cases, Pathfinder may not be able to pick a good route. In this case, we provide you the ability to manually select a server which will provide a good connection.

Here, in **Network**, on the **Game Select** screen, select “**Manually customize network route**” as shown below.



For best results, if you know the region of the game server where you will be playing, we recommend choosing the game server location with (Choose Best) selected. For example, Los Angeles (Choose Best). To determine which servers are closest to you, click “**Sort by Ping**”. The lowest latency servers will be at the top of the list. Often, picking a WTFast server close to you will also get good results. All you need to do is select your server, then click **Play!**. Your game will launch connected to the server you chose and you are ready to game!

WTFast gives you the ability to go further. In **Manage Settings...** above, you can enable a setting which will allow you to chain two WTFast servers for an even better WTFast route. For more direction as to how to do this, please go [here](#).



Next, after at least 7 minutes of connection time, the WTFast **Statistics** screen will show statistics of the connection. The top section of that screen looks like this.



Here, you can see the WTFast connection latency as the **green graph**, and the corresponding Internet connection in **red**.

In this case the WTFast latency is lower than the Internet, showing connection improvement.

Also, below the **Ping Graph**, there is the **Lost Packets** graph. In the example above, there are no lost packets for both the WTFast and the Internet connection. If there were, there would be small bars located at the time the packet loss occurred.

The other section of the Statistics screen is the **Connection Statistics**, shown below.



In the top frame, you can see how many **Active connections** there are, and the **Active server** on the WTFast network.

In the bottom frame, the key statistics are the **10 Sec Ping** and the **Ping Average**, as well as the **Lost Packets**.

In this case, both the WTFast **10 Sec Ping** and **Ping Average** are lower than those for the Internet. The bar graphs to the right of those entries show the percentage improvement of WTFast over the Internet.

The **Lost Packets** entry will show, numerically, the amount of packets lost in each connection, and the bar graph to the right will show the percentage improvement of WTFast packet loss over the Internet connection.

And that's it! This information and direction will get you up and running with WTFast and your favorite game.