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Subject: kbps

Posted by [Kanezor](#) on Sun, 22 May 2005 22:41:49 GMT

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My first guess is that your bandwidth may have been altered by your ISP, perhaps even accidentally... and with that in mind, your server would not be able to keep up as the server gets full, and the more full it gets the less it's able to send to each player and could end up dropping everyone. If that is the case, then increasing your net update rate would only make the problem worse, and it would require more data being sent to each player each second. Otherwise, my second guess would be maybe your server machine got infected with some sort of worm that is hogging your bandwidth.

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