Subject: Re: Hosting a dedicated server on XWIS?
Posted by JPNOD on Wed, 30 Nov 2005 19:01:29 GMT

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Homey wrote on Wed, 30 November 2005 13:06Scythar wrote on Tue, 29 November 2005 16:13Homey wrote on Tue, 29 November 2005 15:36I remember your server back from a long time ago, 1024kbps should be enough for a nice 16 or a little warpy 20 lol

Errrr I would disagree. Maybe 4-8...
Well at most it would be 60-70kbps per client because it's such a small game so no. I used to host a perfect 8 on 350kbps upload

yep that's correct...cable or dsl would matter though since cable sometimes reaches higher speeds and sometimes it's slower at least that's the way what cables here. DSL = like always the same + the 15 overhead you get.