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Subject: Re: a new renhawk!

Posted by [jnz](#) on Wed, 03 Jan 2007 17:10:34 GMT

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i need feedback again.

the server is going to be built directly into scripts.dll (or another dll i dont know just yet)

it is possible for me to write it so that 20 or so people can connect to a server at a time. i need to know how many people you would want connecting to your server through the Seye. remember it is sending a massive amount of information to those people. probably about 100 MB per game if it is a marathon like black-cells

if it is a AOW about 30 mins it would be about 25MB per game. this could cause lag.

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