
Subject: Re: Pushing Renegade to the limits!
Posted by [Blazer](#) on Fri, 19 Jan 2007 00:21:56 GMT
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Sadly bandwidth isn't the limiting factor (although Renegade probably uses more bandwidth than any other game made), CPU will be a problem once you go over 50 players. You can get 127 people in a game, but expect the SFPS to be about 5. Could be fun to join the lagfest and get in some good lag sniping though
