
Subject: Server Bandwidth issues + new breed of servers

Posted by [halo2pac](#) on Mon, 05 Mar 2007 21:54:04 GMT

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Ok i am starting a hosting company with a group of friends. With 1 Main 'Super AOW' and a bunch of servers run by our costumers. With the 'Super AOW' are more of a real time gamming experiance, using the game as a 'War' instead of a game. cause in other servers u have to follow rules with game play. but with my our server there will be no rules except foul playm as in swearing, racism, trash talk, smack talk, and disrespecting moderators. Cause in 'real life war' u do anything to acheive an objective, stay alive, or help others or your team. which means harvey walking = stealth and smart way of taking base defences easy, and Flaming apcs = easy tank removal, harvey destruction, and infantry/ 1k char desposal.

The main issue is that when u start servers u have to have a good connection. in server.ini it says u have to have a min of 60kbs per player / 8 player server = 250k? 2 types of speeds here... we have the Upload rate, and Download rate.. which does the server.ini speak of? and with NR does the bandwidth box use bytes or KBs or Mb?

and how are AO hosting, c4u, jelly, and the other companies hosting servers @ \$24-30 for a 16 player server? cause bandwidth cost for most ppl 60\$ for a 6mb dwn/ 756 up... which if 250k in server.ini for 8 players = 3 servers, or 1 16 player server and a 8 player server. or for me 130\$ a month 7 mbs down/ 1 mb up.

errr sorry for the long message but I need some help here
