I didn't go into detail indd but what I ment is that some servers set their minimum bandwith to e.g. 120.000 to avoid the players with low kbps to appear to be lagging a lot (I never said it made the server lag).

If the serevr sets its minimum to 55.000, there should be no problem for 56k-users.

But this is 2007... and Mex has a point...