
Subject: Re: how to setup server + brenbot
Posted by [Goztow](#) on Sun, 13 Jan 2008 11:39:25 GMT
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You took the bandwidth / players from the official FDS-guide. They were seen as sufficient in 2002. Today u may easely count 200 KBPS per player for a full 24 players server. That's 4.8 Mbps.

This has everything to do with NUR. Back in the days people set it to something like 10 to save data. Now we set it to max (30) to get lower pings.
