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Subject: Re: Question regarding hosting a game  
Posted by [danpaul88](#) on Thu, 27 Aug 2009 22:47:08 GMT  
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Well... I was playing in the TK2 server earlier today and I was receiving over 100kbps of traffic from the server. That was just traffic for me, a single player. Taking into consideration the TK2 server is likely setup with a high net update rate and the extra overhead of running scripts.dll 3.4.4 on the server I would guess a minimum upload per player of about 40-50kbps... which means you can host a 1 player server on that upload.... 2 players if one of the two players is yourself on a LAN connection.

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