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Subject: Re: @Crimson

Posted by [Crimson](#) on Sat, 16 Oct 2010 15:22:46 GMT

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Then why were the official Westwood servers set to 40 players? The vehicle limit was more of a technical limitation. If I remember correctly, a vehicle sends 4 times as much data as an infantry unit because it sends data for each wheel to each player. Also, most maps are not designed for much more than 8 vehicles per team where they can fit many more infantry units.

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