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Subject: Re: @Crimson

Posted by [GEORGE ZIMMER](#) on Sat, 16 Oct 2010 16:29:43 GMT

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Crimson wrote on Sat, 16 October 2010 10:22 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.

Pretty much this. I mean, 16 player games and 40 player games are both awesome- but you have to admit, Westwood could hardly push out more than 7 vehicles per team for the technology at the time, so that doesn't really define too much.

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