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Subject: Re: A new day in renehistory

Posted by [EvilWhiteDragon](#) on Thu, 01 Mar 2012 05:51:57 GMT

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It's not capacity, it's the way the Reen server was build without muchj protection from indecent packets. That made it crash or waste CPU cycles with an UDP stream of say 20kB/s, something that can be done on pretty much every homeconnection nowadays.

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