Those values are too high, which makes the strtol function that is used to parse them return 0. I think the maximum possible value 2147483647.

I don't see why the KBPS would be 20 for 50 players with a reasonable SBBO value, that's the real issue... Do you have any stats for this that I can look at to see what's going on? The ridiculous value possible helps because the bandwidth limit is disabled altogether due to divisions by zero or something.