
Subject: Re: Server Crashdump
Posted by [StealthEye](#) on Sat, 05 Jan 2013 23:38:45 GMT
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150000000 is fine, 999999999 is too high. It indeed uses a signed int. 150000000 should still allow a 375 KByte/s for 50 players, so it should definitely not go to 20. Perhaps it overflows somewhere...
