I've actually been wondering for a while what kind of variable the bandwidth setting was stored in.

Xpert wrote on Sat, 05 January 2013 18:18StealthEye wrote on Sat, 05 January 2013 18:38150000000 is fine, 9999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players.
You never mentioned this to me...

I'll give it a shot with our bot resetting it to 150000000 every map or possibly every 30 minutes on top of every map and see if that makes any difference.