
Subject: Re: Running a server

Posted by [NHJ BV](#) on Tue, 09 Dec 2003 12:18:20 GMT

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gibberishAs a rule of thumb you should allow 64KB/s per player.
However its kinda expontial hence you need more BW per player in big games and you can usually get away with a bit less in smaller games.

So on your connection you can probably handle a 4 player game.

However for a 16 player game you probably need:

$$16 * 64 = 1024$$

On the plus side you dont need much downstream so you could get away with:

$$256/1024$$

You mean 64 Kbps, not KB/s
