Subject: Hourglass - Someone explain this to me
Posted by General Havoc on Thu, 08 Jan 2004 00:31:49 GMT
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That would make sense, 16 players seems like a average limit. It was due to the FDS that the 32 player servers evolved. I don't know if Westwood anticipated people geting hold of high bandwidth connections to host games on, but they developed the FDS and that what any 32 player server uses.