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Subject: Pushing the limits of the FDS

Posted by [Blazer](#) on Tue, 30 Mar 2004 09:59:13 GMT

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As noted, a T1 only gives you about 192KB/s of upstream after overhead. When I had 1.1SDSL, the max players I could run was 24, and that was pushing the limit. I'm afraid the most players you could host on a T1 (strictly from a bandwidth perspective) is 32 players. There have been a few really powerful servers on OC3 backbones (If anyone remembers the "Men of God" servers), that ran 50+ players with no problems.

I'm pretty sure even the fastest processor available would not be up to the task of 127 players (with any playable SFPS).

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