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Subject: Question regarding hosting a game  
Posted by [wkw427](#) on Thu, 27 Aug 2009 19:01:42 GMT  
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I have ~300kbs down and ~70kbs up. About how many people would I be able to have in a game that I host?

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Subject: Re: Question regarding hosting a game  
Posted by [Goztow](#) on Thu, 27 Aug 2009 19:50:14 GMT  
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none :S. 70 kbps is hardly more than 56k...

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Subject: Re: Question regarding hosting a game  
Posted by [wkw427](#) on Thu, 27 Aug 2009 20:12:11 GMT  
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I upload at 70kbs

Upload is usually .7

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Subject: Re: Question regarding hosting a game  
Posted by [Ethenal](#) on Thu, 27 Aug 2009 20:13:55 GMT  
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And as Goztow said, that's not much more than a 56k connection. Your download doesn't really matter when you host a game server, it's your upload that counts. Which in this case is pretty lackluster.

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Subject: Re: Question regarding hosting a game  
Posted by [wkw427](#) on Thu, 27 Aug 2009 20:33:27 GMT  
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Well how much data does one player need/sec?

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Subject: Re: Question regarding hosting a game  
Posted by [Ethenal](#) on Thu, 27 Aug 2009 20:56:55 GMT  
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I'm not actually sure, you'll have to ask somebody else for help on that one...

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Subject: Re: Question regarding hosting a game  
Posted by [danpaul88](#) on Thu, 27 Aug 2009 22:47:08 GMT  
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Well... I was playing in the TK2 server earlier today and I was receiving over 100kbps of traffic from the server. That was just traffic for me, a single player. Taking into consideration the TK2 server is likely setup with a high net update rate and the extra overhead of running scripts.dll 3.4.4 on the server I would guess a minimum upload per player of about 40-50kbps... which means you can host a 1 player server on that upload.... 2 players if one of the two players is yourself on a LAN connection.

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Subject: Re: Question regarding hosting a game  
Posted by [wkw427](#) on Thu, 27 Aug 2009 23:04:23 GMT  
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Ah well.. I can play sniping with 1 friend fine :\

Anyway, how would I put things like server side mods or changes? Like changing the price of something, starting out with every weap, ect?

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Subject: Re: Question regarding hosting a game  
Posted by [Goztow](#) on Fri, 28 Aug 2009 06:32:22 GMT  
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Sniping requires less bandwidth as there's no tanks. Every action in the game that's going on requires bandwidth as this action needs to be communicated to the server and to the other players. Less action = less needed bandwidth. Sniping requires very little action. For anything else, you really shouldn't bother.

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