Subject: Re: Hosting a dedicated server on XWIS?
Posted by Apache on Wed, 30 Nov 2005 07:07:52 GMT

I used to run a 16 player non-dedicated server all the time I had a regular client base, and no one ever complained about lag unless they had some rediculously high ping, lol

Dedicated I found I was good to 20 - 22 players depending on if there was someone else on the network doing something, any more than that and things started to get a bit laggy, lol

Unfortunately, things kinda fell apart today, half of us either couldn't find our CDs, or they were damaged in some way Took a run to town, and apparently no one holds our beloved game in stock anymore