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Subject: Re: \*\*\*Need a Renegade Server?\*\*\*

Posted by [msgtpain](#) on Mon, 17 Apr 2006 01:50:19 GMT

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Kanezor wrote on Sun, 16 April 2006 19:10

I know exactly that a T3 is 45MBit per sec. That's why I said 4.3MB/sec. MB = Megabyte. After your IP (TCP, UDP, etc) overhead, you'll get roughly 4.3MB. And yes, it is indeed plenty bandwidth for a small town before the age of broadband. Today, 43MBit is good for (I'm guessing here) about 10-20 houses, at the very most.

If you understand that, then you obviously don't understand how to convert a player's bandwidth to MBytes..

45 Megabit is 5.6 Megabyte.. assuming we do account for TCP overhead and only see an actual 4.3 Megabytes.. We can still host about 235 players each receiving 150 Kilobits each.. Not the 30 you stated.

A 40 player server with a really high NUR on a 100 Megabit port could average around 4000 - 5000 kilobits per second of bandwidth.. If the computer could handle it, the T3 connection could host 7-8 of those servers running on it.

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