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Subject: Re: Pushing Renegade to the limits!  
Posted by [f100d3d](#) on Sun, 21 Jan 2007 07:31:42 GMT  
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I think the highest number we had was like 52. A lot of people got impatient and left. If everyone would have stuck around for at least an hour or so and played a game or two (it was in marathon mode) then it probably would have tipped triple digits because we had hundreds of unique visitors on that particular [127 player] server today.

The box was a P4 that isn't suitable for large servers, but we had it spare and figured "what the hell". It starting breaking the 90% utilization mark around 45 players. 30 vehicle limit didnt help either, lol.

Tomorrow the a00000000 nick will probably be used for the scheduled RenUnderground :: Marathon server, so the 127 will come down.

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