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Subject: Re: Server Bandwidth issues + new breed of servers

Posted by [Zion](#) on Mon, 05 Mar 2007 22:42:13 GMT

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The server uses both, it will DOWNLOAD packets from clients who UPLOAD it to the server, then distribute those packets (UPLOAD to clients) to the rest of the players to update that player of their position, score, rank, time in game, kills, deaths, etc etc. It does this hundreds of times per second for each player that joins the server so it's in 'the more the better' type of equation.

The NR net update rate box uses kbps same as the ini file but if you use NR it will rewrite that ini file anyway.

Use this as a rule of thumb:

8 player server = NUT 540000

16 player server = NUT 750000

24 player server = NUT 1200000

(all in kilobytes per second)

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