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

Posted by [Cat998](#) on Tue, 06 Mar 2007 11:05:49 GMT

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halo2pac wrote on Mon, 05 March 2007 23:28kk that may be true but i need to know is that 100 - 150 kbs per player... is IT upload speed or download speed?

It is the upload speed, because 70 % of the server traffic belongs to outgoing traffic (Imagine that the server has to send the position of every tank/player/object to every connected client. The player just sends his position to the server).

halo2pac wrote on Mon, 05 March 2007 23:47well ty, now i know y my server lags SOO bad i set NUT to 9 XD just plain old 9 ..... err if i left it blank or set it to 0 what would happen?

and data center? theres such a place i can go and set up servers? with "WHOLY \*\*\*\*" 1gb up and down?

Setting the setting to 0 or leaving it blank, means the FDS autodetects the optimal speed (doesn't work very well :/).

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