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Subject: Re: Renegade 2007 Community Game

Posted by [EvilWhiteDragon](#) on Fri, 20 Jul 2007 12:38:29 GMT

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Alex wrote on Fri, 20 July 2007 13:56Goztow wrote on Fri, 20 July 2007 04:48100 players? If it ever gets that full (which it won't), I wish you a nice lagfest.

Depends on the hardware on the box and Internet connection.

Well, presuming the server has the usual 100Mbit connection that's not the problem.

CPU probably will be, I estimate you might need a 3ghz C2D to keep it running nicely with 100 players.

Another problem you'll run into would be disk IO. This thatnks to gamelog, it outputs quite a lot, which all needs to be written to the harddisk.

In short, you'll need a high-end server, no older then a couple of months.

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