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Subject: Re: Renegade Shoutcasts / Replay of the Week  
Posted by [EvilWhiteDragon](#) on Mon, 29 Oct 2007 22:52:01 GMT  
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trooprm02 wrote on Mon, 29 October 2007 23:48:1 cw=30min. Thats not lengthy at all. 30min, 30fps, half size, converted into 85% quality .wmv file, then recoded would be 100-150mb max. I suggest even Google video, because of no file size, but it distorts the quality a little too much. Best quality, no file size? [www.stage6.com](http://www.stage6.com)  
100-150 MB per CW not much in storage, surely, but in data.  
Say that 100 people decide they want the file, that would get 1 server  $150*100=15$  GB on data. Doable, no doubt, but still, quite a lot if there will be frequent battlecasts.

Another thing, we should use an open format to encode it in I say.  
Probably less hassle when you want to edit it etc.

Besides, a CW is not just 1 round, more like 3. That would get to 45 GB on traffic....

Edit:

Got a 50 fps 20 min  $840*525$  Xvid movie in decent quality here, which is 380 MB.  
So in the same format it would be  $380/20*30=570$ MB for 30 minutes.  
3 rounds so  $570*3=1710$  MB  
And 100 people downloading it:  
 $100*1710=171000$  MB ~ 171 GB  
That's no fun

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