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Subject: Connection Speed system reqs.

Posted by [gibberish](#) on Sat, 17 Jan 2004 11:44:28 GMT

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3000/700 Kb Down/Up

Depending on map I can get about 14 - 16 players before it starts to lag.

This problem is the upload as when hosting the bandwidth requirements are reversed and you need about 4 times more up than down.

As you can see my connection is the wrong way for hosting.

Gib.

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