
Subject: Hosting a full-time server, not expensive...
Posted by [Blazer](#) on Sun, 25 Jan 2004 07:39:16 GMT
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as SS pointed out, its not the server itself that is sought after when paying for dedicated hosting, rather the bandwidth. I would dare say that Renegade is the most bandwidth intensive multiplayer game there is, you simply cannot host a decent server on a cable modem connection.
