
Subject: Connection Speed system reqs.

Posted by [Blazer](#) on Wed, 11 Feb 2004 18:39:08 GMT

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gibberishDante, I know that you usually know what you are talking about, but I am afraid that these numbers don't make sense:

Usually its upload speeds that are the problem....

DSL = 4-6 players

~ 128 Kbs Upload = 3 - 4 Player game

SHDSL = 6-10 players

Dunno what this is

Cable (standard 1.5mbs connection) = 10-12 players

~ 350 Kbs Upload = 7 - 9 Players

Cable (3.0mbs connection) = 12-14 players

~ 700 Kbs Upload = 14 - 16 Players

T1 = 16-20 players

1.536 Mbs Upload = 24 - 26 Players

T3 = 20-32 players

44.736 Mbs Upload = As many players as your poor little server can handle.

gibberish is actually correct here. Renegade is very upload-speed-dependant. Here at home we have cable that is 3.0mbs down and 256k up, and 8 players was the most we could host. When I ran my dedicated server on 1.1SDSL (1.1mb up and down), 20 players was my max.
