

---

Subject: upstream bandwidth

Posted by [tulestous](#) on Tue, 27 May 2003 15:23:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how many players can play in my fds if my upstream bandwidth is 4Mbs...

---

---

Subject: bandwidth

Posted by [VicerBorg](#) on Tue, 27 May 2003 17:21:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If your upstream bandwidth is truly 4 mbps, which you can verify at <http://www.dslreports.com>

Then you can host more than what your machine can handle I am sure.

Take this example. 12 players running in AOW with a few flammers will require about 450 to 550 kb upload. When you are taking tcp/ip and the overhead needed I would say you could run 40 to 50 players comfortably on the bandwidth.

Here is where you will run into lag issues. Processor power. If you were going to run 40 to 50 players lag free then you would need a box with approx the following specs.

SCSI drives 10,000 rpm  
dual 1.2 gig P4 processors  
1 gig ddr ram  
400 mHz FSB

---

---

Subject: upstream bandwidth

Posted by [Imdgr8one](#) on Tue, 27 May 2003 18:34:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How many can  
166 kbps  
host.

---

---

Subject: upstream bandwidth

Posted by [snipesimo](#) on Tue, 27 May 2003 19:37:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

about 6, my 130 maxes out at 4, i can do more but they whine about lag

---

---

Subject: Re: upstream bandwidth

Posted by [Majiin Vegeta](#) on Tue, 27 May 2003 19:39:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

tulestoushow many players can play in my fds if my upstream bandwidth is 4Mbs...

lucky bastard thats about 50 players  
for the moonlightshakers WOL detects 4MB upstream we host 36 players nicely

where are you hosting from i hope it is europe we need sum more big servers

if ya looking for and mods

---

---

Subject: upstream bandwidth  
Posted by [General Havoc](#) on Tue, 27 May 2003 19:47:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

By the way, you can only use one CPU per server so you are at no advantage having two CPU's in your system unless you want to run two servers off the same machine, then you can setup a slave server.

\_General Havoc

---

---

Subject: upstream bandwidth  
Posted by [Majiin Vegeta](#) on Tue, 27 May 2003 20:34:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Imdgr8oneHow many can  
166 kbps  
host.

i got 288k

i host 6 no one lags so i might up to 8 next time

---

---

Subject: Dual Processors  
Posted by [VicerBorg](#) on Tue, 27 May 2003 23:14:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I am running two FDS with Dual processors, each FDS is on its own 2500 kbs down and 1100 kbs upstream connection. I have noticed a slight difference with dual processors in game play. Where the advantage really came in was running BR, remote control software, Teamspeak or RogerWilco servers, and still allowing for the box to be used as a production application server.

I have also tested the FDS on IDE drives and SCSI drives, the SCSI beats IDE hands down for disk writes. The more users you put on, the faster you can get your disk writes the better. Creating a large swap space has 0 benefit if the disk writes are slow to the virtual space.

---

---

Subject: upstream bandwidth  
Posted by [Homey](#) on Wed, 28 May 2003 00:00:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

3m/1m

---

Subject: Re: upstream bandwidth  
Posted by [tulestous](#) on Wed, 28 May 2003 14:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Majjin Vegetatulestoushow many players can play in my fds if my upstream bandwith is 4Mbs...

lucky bastard thats about 50 players  
for the moonlightshakers WOL detects 4MB upstream we host 36 players nicely

where are you hosting from i hope it is europe we need sum more big servers

if ya looking for and mods I'm hosting from Montreal

---

Subject: Re: upstream bandwidth  
Posted by [Creed3020](#) on Fri, 30 May 2003 00:58:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tulestousMajjin Vegetatulestoushow many players can play in my fds if my upstream bandwith is 4Mbs...

lucky bastard thats about 50 players  
for the moonlightshakers WOL detects 4MB upstream we host 36 players nicely

where are you hosting from i hope it is europe we need sum more big servers

if ya looking for and mods I'm hosting from Montreal

Who the hell is your ISP....?

Bell?

I'm in Toronto...Nothing that powerfeul for most people...Is that connection at work?

---

Subject: upstream bandwidth  
Posted by [bigwig992](#) on Fri, 30 May 2003 01:09:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On a bad day I get 512K each way, so I can host 4.

---

On a good, average day, I get 1MB each way, and can host 8.  
On an awesome day, I get 2 MB each way, and can host 16.

---

---

Subject: upstream bandwidth  
Posted by [Cpo64](#) on Fri, 30 May 2003 01:54:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://bos.speakeasy.net/>

I found this site, it tests for you, i don't know how accurate it is...

I got 1148 kbps/438 kbps is that bad, or good?

---