
Subject: Hosting a full-time server, not expensive...
Posted by [LANCERF12](#) on Sun, 25 Jan 2004 05:43:39 GMT
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Well, correct me if I am wrong, but I just run a dedicated server off my computer using my dedicated server client. Couldn't everyone that hosts a server just buy a new, GOOD computer for \$1000 - 2000 and stop spending \$179 ++ a month for someone else to host? Is it more complicated then having a good computer that you can use just to host???? If so lemme know, because it's simple to me

Subject: Hosting a full-time server, not expensive...
Posted by [SS217](#) on Sun, 25 Jan 2004 05:51:43 GMT
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Yeah! Man that makes perfect sense! Except for the fact that the T1 line needed to host a 16+ person server costs 1000-10000 a month. Logic is your friend.

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.

Subject: Hosting a full-time server, not expensive...
Posted by [terminator 101](#) on Sun, 25 Jan 2004 16:17:28 GMT
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You are completely right. Damm EA , is it soo hard for them to make a decent net code ? I guess so...

Subject: Hosting a full-time server, not expensive...
Posted by [LANCERF12](#) on Sun, 25 Jan 2004 16:27:49 GMT
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Are you really sure T1 is necessary? I run off probably low or mid speed cable and i can host 10 person server just fine when its not dedicated. Dedicated speeds it up. If someone was in a good area and got fast cable, then would they really need T1?

if not, thanks for feedback everyone, i was just curious

Subject: Hosting a full-time server, not expensive...

Posted by [SuperFlyingEngi](#) on Sun, 25 Jan 2004 17:13:08 GMT

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My friend can host fast 16 player servers with a cable modem...

We use it all the time, and theres never lag. And no, it's not a LAN connection or anything like that.

But yeah, Renegade's internet code sucks.

Subject: Hosting a full-time server, not expensive...

Posted by [Creed3020](#) on Sun, 25 Jan 2004 17:34:48 GMT

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LANCERF12Are you really sure T1 is necessary? I run off probably low or mid speed cable and i can host 10 person server just fine when its not dedicated. Dedicated speeds it up. If someone was in a good area and got fast cable, then would they really need T1?

if not, thanks for feedback everyone, i was just curious

You mention hosting only 10 ppl. The average person that rents a server hosts 16 or more ppl. If you only want to host a small server then it makes sense to use a non-commercial source but people that want large servers there is nothing better then renting a server.

Subject: Hosting a full-time server, not expensive...

Posted by [Blazer](#) on Sun, 25 Jan 2004 22:13:03 GMT

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It depends on the upstream bandwidth of your cable modem. Most cable modems have as low as 128k upstream, which can host MAYBE 8 players. It's simply not possible to host 24+ players without a T1 or greater. Long ago I hosted a 24 player server on 1.1MB SDSL (1.1MB bandwidth both up and down), and it utilized every bit of the bandwidth, and cost me \$180 a mo.
