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Subject: Re: Running a server

Posted by [gibberish](#) on Mon, 08 Dec 2003 01:53:10 GMT

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Vukov Azol

I presently have dsl 512/128

So just what is the recommended BW for a server of 16-20 players?

The big problem with hosting is upstream bandwidth (How much data your connection can send), this is typically the smaller number on ADSL connections.

As a rule of thumb you should allow 64Kbps per player.

However its kinda expontial hence you need more BW per player in big games and you can usually get away with a bit less in smaller games.

So on your connection you can probably handle a 4 player game.

However for a 16 player game you probably need:

$$16 * 64 = 1024$$

On the plus side you dont need much downstream so you could get away with:

$$256/1024$$

NOTE: Post edited KB/s -> Kbps

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