Subject: UPDATED2:coming soon to a Renegade near you
Posted by PiMuRho on Mon, 17 Mar 2003 15:42:37 GMT
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We ran a 127 player server for the demo when it was released - it died at about 60 players because the CPU couldn't handle the load. Bandwidth wasn't a problem, but you're going to need an Uber-CPU and obscene amounts of memory to cope with that.