

---

Subject: Dedicated server serial number

Posted by [egg098](#) on Sun, 28 Dec 2003 13:24:31 GMT

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

---

Spreegem: i have a 4v4 inf only server @ 512k/256k and that runs fine with hardly much lag - i'm testing it on 5v5 at the mo and it's looking good. As for aow...that lags a lot because of the vehicles etc. Try out hosting different player numbers - look in the FDS screen at the total number of k used when you type player\_info - this mustn't go above 133 for you.

---