

LAN Party Let's Party with Telco Systems



LAN Party

Case study

Non-Stop Partying

IPronec at the Multiplayer Madness 6 in Belgium

From 5th to 7th of July 2002, 1,500 gamers assembled in the 6,400 m²-big “Waagnatie Lagerhalle” in the port area of Antwerp for the biggest ever LAN event in Belgium. All seats for the 1,500 participating LAN Party players were sold well in advance. Additional 1,461 were on the long stand-by waiting list. An endless queue of would-be participants was lining up at the entrance hoping to get a ticket at the event.

How the network withstood the tremendous bandwidth and speed requirements may be explained with a quote from one of the participants:

“Het network werkt prima, blijakbaar varieert de ping rond het nulpunt”

“The network works perfect, one feels as if the Ping is getting to the zero-point”

The Telco Systems's partner IPronec provided all the equipment for this event.

The network for the LAN Party consisted of:

- 36 x T5Compact, routing switch
- 8 x T5, Modular routing switch
- 2 x T5Pro, LAN / MAN / WAN routing switch

The equipment supplied by IPronec provided lag-free gaming performance during the whole event. The network was based on Gigabit technology and thanks to Traffic-Shaping allowed full utilization of the available bandwidth for gaming and streaming applications.

Streaming was an important part of this party, since “ShrimpTV”, the streaming station in Belgium, broadcast its live coverage of the event by Multicast protocol to its LAN-TV using the available network, including interesting comments and reporting on the LAN Party. Additionally, games were run in spectator mode, trailers and movies sped at breathtaking rates of 500 kB/s (!!!) in parallel to the contest - all this without any problems.







