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Subject: FDS multi threading

Posted by [reborn](#) on Thu, 10 Mar 2005 07:30:21 GMT

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i know what you are saying, but it only works for a linux os, the FDS has the feature for linux, but not windows. Don't know why.

And yeah with HT, or dual xeon, you can assign tasks to processors, but i would like to have one FDS use all of the processing power a dual xeon.

When adding server side custom bots to a map, it really can lower the SFPS drastically, especially if it is a single player mission map, because they are huge.

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