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Subject: Re: Renting SErver?

Posted by [Zion](#) on Tue, 19 Feb 2008 20:59:55 GMT

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There is absolutly nothing wrong with hosting your own FDS from your own machine, however there are several factors you need to take into consideration.

1). Your bandwidth limits.

You need to know exactly how many players you can host decently. 8Mbit down to 600Kbit up will host about 8-10 players on a server.

2). Your computers processing power.

The FDS and its regulators are very CPU intensive, if you're running Renegade alongside them, along with other applications like MSN, YIM, AIM, Steam, Anti-virus programs and the like, you will soon run out of processing power and RAM, which will lower the FDS's FPS (SFPS) and therefore take a long time doing things, which will lag the other players.

Those are two very important factors.

I used to host an 8 player server a while back on an 8Mb connection with a dual core processor and it ran pretty well. I then bought another machine and ran it from there, dedicated, always up and running, instead of being up when i'm awake.

But like Goztow said, there's no such thing as a latency free server. Everyone will have a ping of some sort, and it depends on their connection and the servers connection speeds, and usage. If they're downloading a large file for instance, they will lag, but no-one else will. In the case that the server downloads a large file, everyone will lag, besides localhost.

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