Subject: Re: SFPS in a dedicated server
Posted by ExEric3 on Thu, 06 Mar 2008 18:37:55 GMT
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59 SFPS means nothing yet. At least for lags. Look on some other servers what they do. I know server where SFPS are 60-58 and in some seconds it drops to 40. Some peaks.

When I tested it for me server starts lagged when SFPS goes under 20 automatically KBPS was lower and ping higher.

You can have dual/quad/more core with XX GHz your server will be have lags also. It depends mainly what power have your CPU per one core. (FDS doesnt support dual/quad core you can only manage all threads which running on it. For example 1st OS 2nd FDS 3rd Bot 4th others)

There all depends on cofigurations and mainly connection. Every player is connected to your server over different connections.

And. My friend long time before hosted renegade with 70 players on P4 3.0 GHz HT (Prescott) with 4 - 8 SFPS that was lags.