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Subject: Re: FDS and BrenBot

Posted by [danpaul88](#) on Thu, 12 Mar 2009 23:15:22 GMT

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If your planning to host a real server and not just a lagfest then your going to need to pay and get it hosted on a dedicated server with a good internet upload.

Multi-core processors are not essential, since the FDS itself will only ever use a single core anyway, however a fast hard disk would help with SSGM logging. Any modern PC can run the FDS program fairly adequately, however what really makes the difference between lagfest servers and real servers is the upload speed to the internet, and this is why dedicated servers are all but essential for a decent server.

Also, you should consider WHY you want to host a server. Take a look in XWIS and compare the number of empty servers with the number of full ones. Yes, that's right, there are TOO MANY servers for the number of players. So, by hosting yet another server, you simply exacerbate the problem, spend time and potentially money hosting a server that's unlikely to ever attract a decent number of players without obtaining an a0000000000000000 nickname.

To put it bluntly, your most likely wasting your time if your planning to host this as a public server. Sorry if this sounds a bit harsh, but it's all true.

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