Posted by dblaney1 on Fri, 31 Mar 2017 17:02:46 GMT

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Gen_Blacky wrote on Fri, 31 March 2017 07:18iRANian wrote on Fri, 24 March 2017 14:48GENBLACKY

Sorry I have been busy and forgot to respond. Why never on irc!
I have been working on Brenbot recently. A server resource tool would a cool idea. It would be very cool to determine processing time and such of observers/scripts long running stuff. But really is unnecessary. (still would do it for the fun)
WD has been doing his thing and testing da 1.9.0.

Jerad Gray wrote on Sun, 26 March 2017 18:58dblaney1 wrote on Fri, 24 March 2017 17:53The best way to reduce lag on the server is to run the default sfps of 60. The more even the fps the better. Running 100 will just make things laggier.
And have the clients run with vsync on as well, if both can run 60fps it minimalizes the physics inconsistencies.

yep and yep

Most of the cpu time is not really related to scripts per say. The engine code is way heavier than anything the scripts or DA is doing. Lots of collision math and raytraces etc. Plus all the network stuff. Sending updates to a bunch of players seems to be one of the larger chunks of cpu usage. I usually can have hundreds of bots fine but once you hit like 20-30 players the cpu usage goes up a lot.