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Subject: Stop blaming the host for lag :)

Posted by [Blazer](#) on Wed, 11 Feb 2004 18:28:25 GMT

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Majiin Vegetaits actually the bots and scripts they are running.. with all the players and all the logs the bots have a lot of logs to search thru for ladders recommendations.. if they are banned and for what reason...

becoming a strain on servers... even tho all these new things make the servers kewl.. the lag totally ruins it.. it is almost unplayable on most servers

As msgtpain pointed out, the bots actually use very little CPU. Its pretty simple to parse a text file (the renegade log), and looking up join messages and whatnot is just pulling one record out of a database which is also very efficient.

Reminds me of a funny incident. When I first wrote brenbot, I used to have it running on a linux box, and it remotely admined the crimson79 sniper server (it wasn't running on the same PC as the FDS). Some asshole player spent at least 30 minutes telling everyone that the host sucked, and that it was because brenbot was using all the CPU. Everyone told him their FPS was fine and SFPS was fine for them too, but the guy just kept insisting that the bot was "using all the CPU and RAM". Even when I informed him that it wasnt running on the same machine, but sending commands remotely he still argued, then saying that it must be "using up the bandwidth", LOL even though it was only sending a few UDP packets over the LOCAL network to the server

Long story short:

1. You can't please all the people all of the time. Some people love the features of the various Bots, others use them as something to complain about.
  2. Nobody knows more than the server owner just how much any other applications are impacting performance of the server. I'm sure any server admin monitors the CPU usage if/when they install anything, and would not run a Bot if the machine couldn't handle the miniscule resources they require.
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