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Subject: Server Requirements for Sync.512K  
Posted by [zunnie](#) on Sat, 13 Mar 2004 16:16:04 GMT  
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Quote: Posted by snipesimo:  
Yes, the celerons seem to have problems with the FDS.

Im not attacking you or something, im just curious wether this is a 'bug' with celeron cpu's.  
I know celeron sucks ass[/edit]

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This is based on my own experience:  
If you have 512k upload with a Cable connection, you cannot host more than 8 player game AOW  
and no more then 10 player Sniper

If you have 512k upload with an ADSL connection, you cannot host more than 14 snipergame and  
no more than 12player AOW

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Is this a fact that celeron cpu's are having problems with the FDS, i mean are they actually having  
somesort of incompatibility with the FDS or is it because of the celeron's processing power and  
L2-cache?

I used to host a 10p sniper with my old celeron 433 @ 541Mhz LOL and no complaints or  
whatever. I stopped the sniperserver btw, i upgraded that pc to a P3 1Ghz a long time ago and am  
still using that one to host 12p aow games with almost every day at least 6 hours. But like i said  
be4, i quit my cable connection so i cant host this much anymore because i will lag myself if i join  
other games when the server is full or when i decide to 'buy' something over kazaas it sucks for the  
players on the server because i (unlike many others) DO share @ kazaas (k++) but nevermind  
that.. lol

By default the servers Net Update Rate (nur) is set to 10, this is pretty high - on the other hand its  
not again lol, but anyway, its enough to set this option to 7 or 8, and it does help reduce lag for  
connecting players (its not a miracle)

In the FDS itself you should also -once its started up- type : cpo [enter]  
Client Physics Optimization this is called, it stops the server from updating things to players  
connecting to the server what they cannot see themselves, only things that are visible to the players  
will be updated.

As far as i know (even though its a Celeron) a celeron 1,7Ghz is more than enough for just a 10  
player server also the 512mb ram is enough. Above 14 players a Pentium3-4/AMD Athlon and  
+512mb are actually required - in my experience.

[zunnie]

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