
Subject: Duel Processor Support For FDS
Posted by [Nightma12](#) on Mon, 31 May 2004 12:17:43 GMT
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Any possibility of the FDS supporting Duel Processors?

Subject: Duel Processor Support For FDS
Posted by [JPNOD](#) on Tue, 01 Jun 2004 20:37:38 GMT
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yeah, in the readme it says so, when u have a duel, u can run more servers on one machine.
(slave servers)

Subject: Duel Processor Support For FDS
Posted by [WNxPunk](#) on Tue, 01 Jun 2004 22:11:05 GMT
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I says it does already

Subject: Duel Processor Support For FDS
Posted by [Nightma12](#) on Wed, 02 Jun 2004 08:12:40 GMT
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no, i mean for Master servers spreading there loads over multiple CPUs

at the moment i can only host 42 players with no lag, i recently got a new CPU and i can still only host 42 players i should have the power to host 84 correct?

Subject: Duel Processor Support For FDS
Posted by [PointlessAmbler](#) on Thu, 03 Jun 2004 04:36:52 GMT
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Really, I didn't know processors had duels with each other.

Subject: Duel Processor Support For FDS
Posted by [Nightma12](#) on Thu, 03 Jun 2004 07:36:34 GMT
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Subject: Duel Processor Support For FDS
Posted by [Blazer](#) on Thu, 03 Jun 2004 07:48:44 GMT
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The FDS code is single-threaded, meaning it cannot take advantage of more than one processor. So you wont be able to run an 84 player server, but you could run two 42 player ones (assuming you had the bandwidth)

Subject: Duel Processor Support For FDS
Posted by [Nightma12](#) on Thu, 03 Jun 2004 07:56:13 GMT
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so basically if i was to upgrade from a p4 2.8 with hyperthreadin to a Duel Xeon 2.4 with hyperthreadin i would be able to host even less? (on a single server)

any chance of the FDS being rewritten to support duel processors? as this is a major barrier for me people coming along and buying 60 odd player servers, and then moaning about the SFPS dropping like mad

Subject: Duel Processor Support For FDS
Posted by [gibberish](#) on Thu, 03 Jun 2004 17:21:12 GMT
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Nightma14any chance of the FDS being rewritten to support duel processors?

Probably not unless EA release the source for Renegade and even then its gonna be a lot of work.

Subject: Duel Processor Support For FDS
Posted by [JPNOD](#) on Thu, 03 Jun 2004 17:29:16 GMT
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hmm what im wondering. Ive seen servers with a sfps of 40 p4 3,4 ghz was the one im talking about. it usaly goes down by this "connexion quiting due to bla bla bla" ore just this "server was shut down" The host didnt do this but it just occurs, now someone told me EA wont allow u to do more then 64 players, well u can but it will always crash every game, after a couple of mins. so is this true and will it ever be possible that someone can host a 84 ore 127 like some people want?.

Anyway this game, and fds afcourse doesnt support hyperhreading since thats a technology wich came in late 2003. they had it earlier but that was on itanium and xeon ecta.

I dont know about the dual suport though :/

Subject: Duel Processor Support For FDS
Posted by [gibberish](#) on Fri, 04 Jun 2004 03:16:09 GMT
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JPA anyway this game, and fds of course doesn't support hyperthreading since that's a technology which came in late 2003. They had it earlier but that was on Itanium and Xeon etc.

The release date is irrelevant; any program that has multiple threads of execution will take advantage of extra CPU's be they real or hyper-threaded.

Given that a program takes advantage of multiple CPU's the only factor I have found that affects if it will take advantage of hyper-threading is the OS.

If you are running on Windows 2000 Professional you can use multiple CPU's but you can't use hyper-threading, 2000 Server and XP both support hyper-threading.

Subject: Duel Processor Support For FDS
Posted by [Nightma12](#) on Fri, 04 Jun 2004 07:05:53 GMT
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i got windows server 2003 =/

Subject: Duel Processor Support For FDS
Posted by [gibberish](#) on Fri, 04 Jun 2004 07:13:54 GMT
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Nightma14i got windows server 2003 =/

BlazerThe FDS code is single-threaded

Nuff said.

Subject: Duel Processor Support For FDS
Posted by [Nightma12](#) on Fri, 04 Jun 2004 09:56:26 GMT
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does not get it

Subject: Duel Processor Support For FDS
Posted by [xptek_disabled](#) on Fri, 04 Jun 2004 16:07:26 GMT
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What SM box are you running off? I'm able to handle 2*32 with no lag on a P4 2.8 box.

Subject: Duel Processor Support For FDS

Posted by [Nightma12](#) on Fri, 04 Jun 2004 21:43:08 GMT

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same as you xptek i can also host 2 32 player servers non-lag but thats multiple servers, im talking 1 big server, once i get that duel xeon, in theory i should be able to host 127 players (which will please alot of people) but i wont be able to due to the FDS not supporting it =/

Subject: Duel Processor Support For FDS

Posted by [xptek_disabled](#) on Fri, 04 Jun 2004 21:44:23 GMT

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WOL craps out after 50 players. Connection losses, etc.
