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Subject: Renegade Servers & Dual Core  
Posted by [ViPeaX](#) on Wed, 14 Mar 2007 08:07:08 GMT  
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Hi,  
if you only run -> 1 <- server, does renegade even use both cores?  
  
-VipeaX

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Subject: Re: Renegade Servers & Dual Core  
Posted by [danpaul88](#) on Wed, 14 Mar 2007 10:39:02 GMT  
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You might see a small performace gain, but the renegade FDS was not programmed to utilize two or more CPU's, so it wont get the maximum benefit from them.

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Subject: Re: Renegade Servers & Dual Core  
Posted by [Hex](#) on Wed, 14 Mar 2007 12:17:22 GMT  
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My dual core opty 175 runs almost as well as my dual xeons did

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Subject: Re: Renegade Servers & Dual Core  
Posted by [Creed3020](#) on Wed, 14 Mar 2007 12:49:15 GMT  
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Just set your server to a specific core/processor, the FDS cannot take advantage of dual processors/cores.

The only tip for an advantage I can give to you is to set your server to one core and if you have a bot set it to the other core.

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Subject: Re: Renegade Servers & Dual Core  
Posted by [Carrierll](#) on Wed, 14 Mar 2007 19:10:38 GMT  
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That's all sound advice, I once mucked around, tying window's system processes to one core, and a game to the other, and not a lot happened, we're still waiting for proper dual core utilisation.

\*points at software devolpers\*

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Subject: Re: Renegade Servers & Dual Core  
Posted by [=HT=T-Bird](#) on Wed, 14 Mar 2007 20:40:23 GMT  
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CarrierII wrote on Wed, 14 March 2007 14:10That's all sound advice, I once mucked around, tying window's system processes to one core, and a game to the other, and not a lot happened, we're still waiting for proper dual core utilisation.

\*points at software devolpers\*

The Windows system processes don't do a whole lot, as a matter of fact...

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Subject: Re: Renegade Servers & Dual Core  
Posted by [icedog90](#) on Thu, 15 Mar 2007 06:11:47 GMT  
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I think my question is - how do you set things to a certain core?

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Subject: Re: Renegade Servers & Dual Core  
Posted by [Blazer](#) on Thu, 15 Mar 2007 06:59:07 GMT  
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run taskmgr, go to the Processes tab, then right-click a process (in the case of the FDS, it's server.dat), and choose "Set Affinity". You can also get a bit more SFPS if you increase the priority of server.dat (if you have a slower server).

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Subject: Re: Renegade Servers & Dual Core  
Posted by [icedog90](#) on Tue, 20 Mar 2007 06:39:37 GMT  
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That's pretty neat. Is it as useful as it seems?

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Subject: Re: Renegade Servers & Dual Core  
Posted by [Goztow](#) on Tue, 20 Mar 2007 08:08:49 GMT  
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icedog90 wrote on Tue, 20 March 2007 07:39That's pretty neat. Is it as useful as it seems?  
It is if you want to e.g. play a game and do rendering at the same time .

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Subject: Re: Renegade Servers & Dual Core

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Posted by [JPNOD](#) on Fri, 23 Mar 2007 07:37:22 GMT

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Dual Core is nice, but still nothing beats a real Dual CPU workstation in terms of smoothness

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Subject: Re: Renegade Servers & Dual Core

Posted by [EvilWhiteDragon](#) on Fri, 23 Mar 2007 13:27:44 GMT

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Dual core is nearly the same as Dual CPU... with 2 differences:

- 1) the normally 1 different cpu's are now placed on one package, so you dont need an expensive mobo and 2 cpu's
- 2) lower latencies between them.

On an AMD you could agree that memory acces on 2 single cores is a bit faster the 1 dualcore, but thats about it ...

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Subject: Re: Renegade Servers & Dual Core

Posted by [light](#) on Fri, 23 Mar 2007 23:55:40 GMT

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Don't dual core systems have to share things like CPU cache though? That's a downside unless they are reading each others memory values and not writing them.

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Subject: Re: Renegade Servers & Dual Core

Posted by [CarrierII](#) on Sat, 24 Mar 2007 10:42:43 GMT

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From the product description of my current procesor

Quote:

..with individually dedicated I2 caches..

(That's not exact, but the gist is there)

I don't think so light.

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Subject: Re: Renegade Servers & Dual Core

Posted by [EvilWhiteDragon](#) on Sat, 24 Mar 2007 11:09:28 GMT

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light wrote on Sat, 24 March 2007 00:55Don't dual core systems have to share things like CPU cache though? That's a downside unless they are reading each others memory values and not

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writing them.

If they did, they would make sure that they would not overwrite a part the other processor needs, but then it would be possible to share data between processors fast, so actually that would be a good thing.

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