Subject: Cheap gameserver 1usd p/s
Posted by renalpha on Mon, 07 Apr 2008 01:48:49 GMT
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Yes im offering cheap gameservers for only
1usd per slot.

Server specs

Intel Quad Xeon 2.2GHz
4Gb DDR2 1000mhz Ram
250 SCSI 15,00rpm Drive
100mb Connection

,Im supporting any game,

- FTP acces
if available (control panel)

Example server:
http://www.tiberium-planet.com/wow/   <- wow serv
tpserver1 2 or 3 Renegade server.
also hosting other servers, dual-gaming..

Interrests? e-mail & msn contact.
renalpha@hotmail.com

Subject: Re: Cheap gameserver 1usd p/s
Posted by AmunRa on Mon, 07 Apr 2008 02:52:27 GMT
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try looking more professional by not having typos in your post.

Subject: Re: Cheap gameserver 1usd p/s
Posted by Goztow on Mon, 07 Apr 2008 06:32:15 GMT
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So u already have minimum 5 servers running on that quad core and you want to run even more?

Subject: Re: Cheap gameserver 1usd p/s
Posted by renalpha on Mon, 07 Apr 2008 13:11:13 GMT
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Goztow wrote on Mon, 07 April 2008 01:32So u already have minimum 5 servers running on that quad core and you want to run even more?
im not expecting any problems, so far i dont expierence lag, and the cpu usage is max 5%

Subject: Re: Cheap gameserver 1usd p/s
Posted by Goztow on Mon, 07 Apr 2008 14:23:18 GMT
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renalpha wrote on Mon, 07 April 2008 15:11Goztow wrote on Mon, 07 April 2008 01:32So u already have minimum 5 servers running on that quad core and you want to run even more?
im not expecting any problems, so far i dont expierence lag, and the cpu usage is max 5%
5 % when all the servers are (half) full?

Subject: Re: Cheap gameserver 1usd p/s
Posted by Caveman on Mon, 07 Apr 2008 15:59:32 GMT
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Shared hosting with Renegade isn't something you really want to invest in. You should really have 1 core per server. Disk time will also become a big problem especially if these servers get a lot of traffic.

Subject: Re: Cheap gameserver 1usd p/s
Posted by renalpha on Mon, 07 Apr 2008 17:20:30 GMT
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Goztow wrote on Mon, 07 April 2008 16:23renalpha wrote on Mon, 07 April 2008 15:11Goztow wrote on Mon, 07 April 2008 01:32So u already have minimum 5 servers running on that quad core and you want to run even more?
im not expecting any problems, so far i dont expierence lag, and the cpu usage is max 5%
5 % when all the servers are (half) full?
with 1 full server yes.

Subject: Re: Cheap gameserver 1usd p/s
Posted by EvilWhiteDragon on Tue, 08 Apr 2008 20:29:09 GMT
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I wouldn't trust anyone with a "250GB 15000 RPM SCSI" drive (ok, he says 15,00, but I suppose he means 15k) Simply because those do not exist.

Probably your average SATA drive @ 7200RPM, which will certainly make the game lag sooner or later.

Subject: Re: Cheap gameserver 1usd p/s
Posted by ExEric3 on Wed, 09 Apr 2008 05:16:57 GMT
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EvilWhiteDragon wrote on Tue, 08 April 2008 22:29I wouldn't trust anyone with a "250GB 15000 RPM SCSI" drive (ok, he says 15,00, but I suppose he means 15k) Simply because those do not exist.

Probably your average SATA drive @ 7200RPM, which will certainly make the game lag sooner or later.

Thats why Im using RamDisk.

Subject: Re: Cheap gameserver 1usd p/s
Posted by JPNOD on Thu, 10 Apr 2008 07:22:44 GMT
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Is it running under one OS?.

If your going to run a couple of servers on one Physical Server.

I hope it's running under a Hypervisor. e.g ESX, XEN, Hyper-V

this way you reduce security leaks, and performance breakdowns, due to game servers taking away to much performance over others.

The hardware you posted is good, I do hope it has more then one SCSI disks in Raid?

Subject: Re: Cheap gameserver 1usd p/s
Posted by EvilWhiteDragon on Fri, 11 Apr 2008 09:30:55 GMT
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JPNOD wrote on Thu, 10 April 2008 09:22Is it running under one OS?.

If your going to run a couple of servers on one Physical Server.

I hope it's running under a Hypervisor. e.g ESX, XEN, Hyper-V

this way you reduce security leaks, and performance breakdowns, due to game servers taking away to much performance over others.

The hardware you posted is good, I do hope it has more then one SCSI disks in Raid?
Running more then 1 OS increases the overhead enormously, simply because all basic threads are done much more often.
Also, you can estinate renegades CPU usage pretty well, so that should not be a problem.