
Subject: FDS

Posted by [Prulez](#) on Sun, 03 May 2009 07:39:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just checking in, but are there going to be changes to this to lower the CPU/RAM Usage?

Bandwidth too, but I guess that's being solved by the Netcode

Subject: Re: FDS

Posted by [Ghostshaw](#) on Sun, 03 May 2009 09:25:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

CPU usage might theoretically be a bit lower (not much though) RAM probably won't be. For one Renegade uses very little ram already (about 160 MB, and yes for a game server thats not that much). All memory leaks should be solved though, so it should be more constant.

Subject: Re: FDS

Posted by [Prulez](#) on Sun, 03 May 2009 09:27:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ghostshaw wrote on Sun, 03 May 2009 11:25RAM probably won't be. For one Renegade uses very little ram already (about 160 MB, and yes for a game server thats not that much)
True that, just thought asking couldn't hurt
