Subject: Server Requirements for Sync.512K
Posted by SwissNic on Sun, 15 Feb 2004 15:33:14 GMT
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Hi there,

I have a synchronos 512k line with a static ip range. I run a Windows FDS with a 14 player limit.
BUT - With 10 users, I get complaints of lag.

Also, I get small lag on the local 100Mb LAN!

So my conclusion is that my FDS server hardware isnt up to the job... Its a Celeron 1.7Ghz with
512Mb RAM running Windows2003 Server. Is this the bottleneck?

Thanks for the advice in advance!

Cheers, Nic.

Subject: Re: Server Requirements for Sync.512K
Posted by xptek_disabled on Sun, 15 Feb 2004 19:03:44 GMT
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It's the celeron.. upgrade to a P4 and it should help greatly.SwissNicHi there,

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Cheers, Nic.

Subject: Server Requirements for Sync.512K
Posted by snipesimo on Sun, 15 Feb 2004 23:33:22 GMT
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Yes, the celerons seem to have problems with the FDS.

Subject: Re: Server Requirements for Sync.512K

Posted by gibberish on Mon, 16 Feb 2004 11:34:35 GMT

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SwissNicBUT - With 10 users, I get complaints of lag.

10 Sound about right for for your bandwidth.
Heres an old thread with several peoples views on BW requirements.

http://www.renegadeforums.com/viewtopic.php?p=62390&highlight=#62390

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]

_____
This is based on my own expierence:
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
_____

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 kazaa it sucks for the
players on the server because i (unlike many others) DO share @ kazaa (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 themself, 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]

Subject: Server Requirements for Sync.512K
Posted by snipesimo on Sun, 14 Mar 2004 02:14:41 GMT
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I have no full on server hosting experience but my knowledge of viewing post helping peeps out and reading articles etc is this: The Celeron is a budget CPU that was a stripped down version of the Pentium to save money. I am not sure exactly which spec in the CPU is the bottleneck, but it is just lame in comparison to Pentium CPU's. Thats why if you have noticed, no computer makers like Dell and IBM sell PC's with the Celeron.

Subject: Server Requirements for Sync.512K
Posted by zunnie on Sun, 14 Mar 2004 04:39:03 GMT
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yup celeron is awesomely gay...

Subject: Server Requirements for Sync.512K
Posted by SwissNic on Mon, 15 Mar 2004 14:57:31 GMT
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Hi Zunnie - thanks for your "gay" comment...

I host a number of servers (Dual Opteron, P4-3gig, P4-2.5Gig, P4-1.8Gig, Celeron1.8, Celeron1.7 all with min 512Meg ram) and choose the least used Celery to host the Renegade server.

I am moving my web servers to the Celerons, as noone hits my sites anyways.... ;o) And the FDS will move to the Dual Opteron. That should have more than enough horsepower to run a 40 user game (as it totally makes my P4-3Gig look like a Pentium133Mhz!!!) though I will only play 5-a-side due to the bandwidth...

Guys - thanks for all your comments - really helpful (excet for Zunnie ;oP)

Cheers,

Nic.

Subject: Server Requirements for Sync.512K
Posted by xptek_disabled on Mon, 15 Mar 2004 22:18:40 GMT
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Quote:Guys - thanks for all your comments - really helpful (excet for Zunnie ;oP)

He's right you know...

Subject: Server Requirements for Sync.512K
Posted by cmdr1337 on Tue, 16 Mar 2004 07:27:31 GMT
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CwazyapeQuote:Guys - thanks for all your comments - really helpful (excet for Zunnie ;oP) He's right you know...Besides the obvous.. I host a 12 person sniper server on a 1200mhz celeron.. It was a free box, and only the occasional users with 300 ping bitch about lag.

Accurate or not, I still like my cable line

Subject: Server Requirements for Sync.512K
Posted by IRON FART on Sat, 03 Apr 2004 06:55:20 GMT
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Celerons aren't build for gaming.

Subject: Server Requirements for Sync.512K
Posted by Creed3020 on Sat, 03 Apr 2004 18:45:05 GMT
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SwissNicHi Zunnie - thanks for your "gay" comment...

I host a number of servers (Dual Opteron, P4-3gig, P4-2.5Gig, P4-1.8Gig, Celeron1.8, Celeron1.7 all with min 512Meg ram) and choose the least used Celery to host the Renegade server.

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Guys - thanks for all your comments - really helpful (excet for Zunnie ;oP)

Cheers,

Nic.

Can you say OVERKILL. Dual Opterons....Those are not worthy of such a small processing application. Maybe you hosted 3 forty player servers

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Subject: Server Requirements for Sync.512K
Posted by zunnie on Sat, 03 Apr 2004 21:14:50 GMT
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Quote:Posted by SwissNic:
Hi Zunnie - thanks for your "gay" comment...

Your welcome sweety

Quote:
Guys - thanks for all your comments - really helpful (excet for Zunnie ;oP)

So, what i replied didnt help you because you already knew it? Or did it not help you because you believe im wrong?

[zunnie]