

---

Subject: Would this run...

Posted by [xptek\\_disabled](#) on Thu, 11 Mar 2004 20:15:24 GMT

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

---

[http://www.walmart.com/catalog/product.gsp?product\\_id=2416621&cat=86798&type=19&dept=3944&path=0%3A3944%3A3951%3A41937%3A41937%3A86796%3A86798](http://www.walmart.com/catalog/product.gsp?product_id=2416621&cat=86798&type=19&dept=3944&path=0%3A3944%3A3951%3A41937%3A41937%3A86796%3A86798)

Would that PC run a dedicated 18 player infantry only server with minimal lag? I know my connection can handle it's just that I'm on a low budget and would like to get me second server going while spending less than \$300.

---

---

Subject: Would this run...

Posted by [snipesimo](#) on Thu, 11 Mar 2004 20:28:25 GMT

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

---

Probably not. The 56K modem is a waste of money, as is the Duron. Also, the 40 GB HDD is overkill, all you need is about a 5 GB for a server. I recommend a budget/low class Athlon T-Bird or AthlonXP. I think the lower-end XP's are under \$100 now. Also I recommend at least 512 MB ram.

---

---

Subject: Would this run...

Posted by [xptek\\_disabled](#) on Thu, 11 Mar 2004 20:30:49 GMT

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

---

Thanks,

Where would I purchase a lower end XP or T-bird?

Thanks again

ALSO: I had the server running for about a day on a 500MHZ P3 laptop with 512MB RAM. It ran fine in game even while full (SFPS was 60) but it took FOREVER to load a map so it would say gameplay pending for about 3 mins.

---

---

Subject: Would this run...

Posted by [gibberish](#) on Thu, 11 Mar 2004 21:27:33 GMT

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

---

I have an old system based on an 800Mhz Athlon with only 256MB of ram.

It runs a 14 player AOW server ok.

That said, the components were good quality when I bought the system (its just that that I bought

---

it a while back now), I am not sure a budget system of comparable spec would perform as well.

Unfortunately it can't handle Glacier\_flying, for some reason this map takes way more system resources than any of the other maps.

What OS are you planning on running?

If its windows based then it is Ram that determines your map load speed. My main system runs with 2GB of ram and once the maps have cycled once they all load instantly (1/4 second'ish) because my system doesn't have to hit disk at all.

Additionally if I MD5SUM the data directory before starting Renegade they all load quickly on the first cycle, for the same reason.

---

---

Subject: Would this run...

Posted by [xptek\\_disabled](#) on Thu, 11 Mar 2004 23:29:24 GMT

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

---

I plan on running windows 2000 professional as on all of my other servers. My main computer is currently a POS Celeron with 640 MB ram. All of the componets in the system are cheap and put together with paper clips and gum but it still loads maps in less than one sec.

Quote:Additionally if I MD5SUM the data directory before starting Renegade they all load quickly on the first cycle, for the same reason.

Can you do that in windows? Sounds like a linuxish thing.

---

---

Subject: Would this run...

Posted by [snipesimo](#) on Thu, 11 Mar 2004 23:36:51 GMT

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

---

I get all my parts from newegg.com

---

---

Subject: Would this run...

Posted by [gibberish](#) on Fri, 12 Mar 2004 01:35:29 GMT

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

---

Cwazyape

Quote:Additionally if I MD5SUM the data directory before starting Renegade they all load quickly on the first cycle, for the same reason.

---

Can you do that in windows? Sounds like a linuxish thing.

MD5UM is available on most OS'es including windows.  
However the critical part is just to make sure all of the files are read which brings them into cache,  
MD5SUM was just a handy program that does this.

---

---

Subject: Would this run...

Posted by [xptek\\_disabled](#) on Fri, 12 Mar 2004 01:37:55 GMT

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

---

gibberishCwazyape

Quote:Additionally if I MD5SUM the data directory before starting Renegade they all load quickly on the first cycle, for the same reason.

Can you do that in windows? Sounds like a linuxish thing.

MD5UM is available on most OS'es including windows.  
However the critical part is just to make sure all of the files are read which brings them into cache,  
MD5SUM was just a handy program that does this.

"MD5Sums calculates the MD5 message digest for one or more files (includes a percent done display for large files). By comparing the MD5 digest of a file to a value supplied by the original sender, you can make sure that files you download are free from damage and tampering. MD5 values are frequently supplied along with downloadable files. (Optimized implementation). "

How does this make the maps load faster?

---

---

Subject: Would this run...

Posted by [gibberish](#) on Fri, 12 Mar 2004 01:40:06 GMT

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

---

CwazyapeHow does this make the maps load faster?

I already answered that question.

---

---

Subject: Would this run...

Posted by [xptek\\_disabled](#) on Fri, 12 Mar 2004 01:41:57 GMT

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

---

gibberishCwazyapeHow does this make the maps load faster?

I already answered that question.

::Slaps himself::

Ok, thanks

Now I think I get the concept.

---

---

Subject: Would this run...

Posted by [oldtnt](#) on Fri, 12 Mar 2004 07:02:24 GMT

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

---

use ebay. cheap prices and good selection

---