Subject: Re: Introduction to the SSGM 4.0 TCP Logging System
Posted by Starbuzzz on Fri, 13 Aug 2010 15:45:06 GMT

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Hitman wrote on Fri, 13 August 2010 10:22and what does all that mean in a language people can understand?

thanks for the question!

reborn wrote on Fri, 13 August 2010 10:31The servers you play in log all the events and shit that happens in-game to the hard drives, this is called disk input-output. It's a bottle neck and is CPU intensive, so a server's SFPS can drop due to this (OMG LAG!).

Not logging to disk stops that. Meaning less server lag and the ability to increase the max player limit.

and thanks for the answer!

edit:

and thanks for the update danpaul!