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Subject: Server question

Posted by [\[HLOW\]Tomten](#) on Thu, 08 May 2003 15:37:17 GMT

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How many people should be able to play on a 10mbit server both upload/download on a 2,4Ghz P4 xeon cpu and 512 or more sdrum and a 7200rpm harddrive running linux dedicated fds?

Greets from the HLOW clan

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Subject: Server question

Posted by [England](#) on Thu, 08 May 2003 15:44:25 GMT

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Proibly the max - 127 but id recommend a 30 - 40 player for the best performance

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Subject: Server question

Posted by [Crimson](#) on Thu, 08 May 2003 15:52:36 GMT

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\*drool\*

10 mbits? I know that 32 players uses about a T-1 capacity, which is 1.5 mbits... so I don't think bandwidth is going to limit you much.

I'd say you'd have no trouble hosting 40, maybe even 50 on there, but the best thing to do is try. Start low and work your way up (that's the best way because if you start high to work your way down, you'll have to listen to players whine about lag if you started too high)

Use "game\_info" to track your server's FPS, which maxes out at 62, but will not lag the players until it's below 25 or so. But don't check at the beginning of the game, check in the middle or several times over the course of the game because the FDS will work harder when there are more vehicles and action taking place.

Also use "player\_info" to check pings. If one or two players has a high ping (over 350), the problem is not on your end, but if all your players are pinging in the 500+ range, then it IS on your end. If you were to max out your 10 mbits, which I seriously doubt, you can change the "net update rate" by typing "nur #", where # is 5-32... this changes the amount of updates that are sent to each player per second, which proportionally decreases/increases the amount of data you're sending. Lower "nur" settings usually result in more choppy movement of players in-game, while high values provide more smooth movements and makes fighting easier when the opponent isn't warping around.

Another type of lag is FPS lag which will cause players to slide around. If that's happening, your server's FPS is probably low which means you'd have to upgrade or reduce the amount of players in the server.

Admittedly, Renegade's netcode isn't the most efficient or best, but if you know what to look for and pay attention, you'll be able to run a pretty damn good server. Remember that though you may hear otherwise, you will not benefit from kicking your high ping players. The Renegade FDS looks at what each client says they can receive and what it's been allowed to send (that setting is in server.ini and can be changed on the fly by typing "sbbo #", which stands for set\_bandwidth\_budget\_out)... and uses these numbers to devote a slice of bandwidth to each player. Therefore, if someone has a high ping but everyone else is OK, kicking the high ping player will do no good. You may hear others insist otherwise, but that's because they think Renegade operates the same way as other games did in the past. But, the Renegade engine was 4 years in the making and they tried new things. This works well because high lagggers don't lag everyone else, but there are still things in the netcode itself that are inefficient, and if ever fixed (which isn't likely), could reduce overall bandwidth usage significantly, meaning you could host more on a slower connection, and 56kers could have a better experience on higher-player servers.

Anyway, this is a lot more than I intended to type, but if you're looking to run a public server on that line, you are most applauded, because we don't have a lot of the big servers we used to have and we miss them!

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Subject: Server question

Posted by [\[HLOW\]Tomten](#) on Thu, 08 May 2003 16:01:23 GMT

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thanks for the reply, looooooong reply hehe. I got 1280KB/s..or 1.25MB/s both ways full duplex mode privat connection but I miss the computer stuff and I hosted a laggy server with 50 ppl 25vs25 back in the demo age and that was on a P2 450Mhz celeron cpu with 700-800mb sdram and 5400rpm harddrive and a guy from england had 130ms ping to it ingame, that was pretty good for being low cpu but on the other hand guys from U.S was outlagged cuz my ISP routing to U.S aint very good, gonna get better soon they said. Im looking on hardvare to buy to put up this kind of server and wanted to hear what you guys had to say about it so I dont run out and buy stuff for 800\$ and get a shit slow computer that aint doing fine at all.

Greets from the [HLOW] clan

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Subject: Server question

Posted by [Halo38](#) on Thu, 08 May 2003 16:16:48 GMT

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10bit!! how are some of you getting these stupidly fast connections!

Is 3.5 mb the max in the US? the max in uk is 1mb (it's funny to here the company adverise it as the fastest home internet connection ever, lol)

And can someone explain darkfiber connections or was it darkwire?!?!

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Subject: Server question

Posted by [Ultron10](#) on Thu, 08 May 2003 16:37:30 GMT

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Halo38And can someone explain darkfiber connections or was it darkwire?!?!

Dark Fiber is the term given to fiber optic cables which are not currently carrying a signal. Lit Fiber is when there is a signal passing through the fiber.

And yeah, lol, English cable companies like NTL say 1mbit is the fastest speed, but that's just to entice the 'internet newbies' into thinking it really is the fastest out there. In a way it is the fastest though, well, the fastest residential line around. But some ADSL companies are starting to get onto 2mbit connections.

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Subject: Server question

Posted by [Homey](#) on Thu, 08 May 2003 19:21:38 GMT

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my guess is 50 -60. some computers run great numbers on low cpus and some great computers cant handle as much as other that have similar specs.

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Subject: Server question

Posted by [Dr.Snuggles](#) on Fri, 09 May 2003 11:45:54 GMT

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Guess you're blessed withe either Sunet or BBB huh, Tomten

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Subject: Server question

Posted by [\[HLOW\]Tomten](#) on Fri, 09 May 2003 14:32:36 GMT

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Blessed with BBB

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Subject: Server question

Posted by [Dr.Snuggles](#) on Fri, 09 May 2003 15:18:09 GMT

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Filthy bastard

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