Subject: Pushing the limits of the FDS
Posted by xptek_disabled on Tue, 30 Mar 2004 02:39:46 GMT
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Yesterday, I convinced my boss to allow me to play with one of our new Xeon servers for the day. I installed the FDS and proceeded to hook it up to our T1 line and host a 128 player server. It ran great for about 12 hours then got up to 112 players and the computer completely lost power and shut down... Twas' fun though.

Subject: Pushing the limits of the FDS
Posted by gibberish on Tue, 30 Mar 2004 09:15:33 GMT
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There is no way a single T1 line can take more than 50 players.
In fact I doubt you would get much more than 30 players without lag making it totally unplayable.

Subject: Pushing the limits of the FDS
Posted by Blazer on Tue, 30 Mar 2004 09:59:13 GMT
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As noted, a T1 only gives you about 192KB/s of upstream after overhead. When I had 1.1SDSL, the max players I could run was 24, and that was pushing the limit. I'm afraid the most players you could host on a T1 (strictly from a bandwidth perspective) is 32 players. There have been a few really powerful servers on OC3 backbones (If anyone remembers the "Men of God" servers), that ran 50+ players with no problems.

I'm pretty sure even the fastest processor available would not be up to the task of 127 players (with any playable SFPS).

Subject: Pushing the limits of the FDS
Posted by xptek_disabled on Tue, 30 Mar 2004 13:38:20 GMT
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Trust me, it lagged, I'm not 100% sure it was T1 (It is accoring to my boss, but he's retarted) But, it worked and was quite fun (except for warping across the map into buildings)

Subject: Pushing the limits of the FDS
Posted by Creed3020 on Tue, 30 Mar 2004 22:45:47 GMT
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As Blazer said those servers 0wned....

Subject: Pushing the limits of the FDS
Posted by IRON FART on Sat, 03 Apr 2004 06:51:52 GMT
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I remember those MoG servers... I never lagged on those... God damn they were fun.

Subject: Pushing the limits of the FDS
Posted by Creed3020 on Sat, 03 Apr 2004 18:46:02 GMT
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IRON-FARTI remember those MoG servers... I never lagged on those... God damn they were fun.

They had a bad "ass" language kick filter. Player came into that game just as fast as they got kicked out lol...

Subject: Pushing the limits of the FDS
Posted by Homey on Sat, 03 Apr 2004 19:21:35 GMT
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T1 Can do 32 but thats at nur 5, You want nur 10 or more. About 120kbps per client.

Subject: Pushing the limits of the FDS
Posted by K9Trooper on Tue, 06 Apr 2004 19:25:35 GMT
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Creed3020IRON-FARTI remember those MoG servers... I never lagged on those... God damn they were fun.

They had a bad "ass" language kick filter. Player came into that game just as fast as they got kicked out lol...

K9Trooper: Sniper on the overpass

Host: K9Trooper has been kicked for foul language.

Yup the good ole days.

Subject: Pushing the limits of the FDS
Posted by Crimson on Tue, 06 Apr 2004 20:34:06 GMT
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I hosted 32 players on a T-1 and it was laggy. I had my nur at about 10 or 12.

If all my servers are full on my dual Xeon box, I am hosting 94 players. But when they're separated between servers, the bandwidth usage is closer to about 7-8 mbps (which is like 5 T-1s).

Subject: Pushing the limits of the FDS
Posted by oldtnt on Fri, 09 Apr 2004 07:08:28 GMT
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with todays standards T1 is slow. Only good for symetrical work or long distances were DSL/cable will not go. Some cable ISPs offer 10/1 speeds

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Subject: Pushing the limits of the FDS
Posted by Homey on Sat, 10 Apr 2004 03:42:14 GMT
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oldtntwith todays standards T1 is slow. Only good for symetrical work or long distances were DSL/cable will not go. Some cable ISPs offer 10/1 speeds
Such as optimum online or whatever it is called, the reliability of t1 would be higher though.

Subject: Pushing the limits of the FDS
Posted by oldtnt on Sat, 10 Apr 2004 04:25:57 GMT
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also the ping times are lower on fiber

Subject: Pushing the limits of the FDS
Posted by xptek_disabled on Sat, 10 Apr 2004 04:27:02 GMT
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Well, I was right. My boss is retarted. It was actually a 100MB line it was running on. It still lagged. Guessing it was the SFPS.

Subject: Pushing the limits of the FDS
Posted by gibberish on Sun, 11 Apr 2004 17:59:44 GMT
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xptekI was right. My boss is retarted.

I hope your boss doesn't play Renegade. :twisted:

Subject: Pushing the limits of the FDS
Posted by Creed3020 on Sun, 11 Apr 2004 21:50:16 GMT
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K9TrooperCreed3020IRON-FARTI remember those MoG servers... I never lagged on those... God damn they were fun.

They had a bad "ass" language kick filter. Player came into that game just as fast as they got kicked out lol...

K9Trooper: Sniper on the overpass

Host: K9Trooper has been kicked for foul language.

Yup the good ole days.

Excatly K9....

You hit the nail on the head. People were also just purposely swearing to prove that they had too much of a hard line in their ways.

xptek: That sounds more like what you would have needed to host that large of game. I'm sure the SFPS musta sucked lol.

BTW what is "nur"

Subject: Pushing the limits of the FDS
Posted by visorneon on Sun, 11 Apr 2004 23:45:40 GMT
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yea i was going to ask the same....what is nur?

Subject: Pushing the limits of the FDS
Posted by snipesimo on Mon, 12 Apr 2004 02:33:32 GMT
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Net Update Rate

Subject: Pushing the limits of the FDS
Posted by Homey on Mon, 12 Apr 2004 17:43:03 GMT
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^ nur= net update rate...
The default is 10 but its nicer at a higher number like 15 or 20