
Subject: What kind of server stats do you want?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 11:29:00 GMT

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Okay now that I have a new and improved RenRem, combined with my other methods I can get in realtime the following stats:1. Current Number of players in a game2. Current map3. Current server fps4. Current List of players and what teams they are on5. Current player scores6. Current player pings7. Current server bandwidth in use (incoming and outgoing)8. Current server total RAM in use9. Current RAM in use BY RENEGADE10. Current total CPU usage11. Current CPU usage BY RENEGADE12. and more Im thinking some good diagnostic graphs would be:1. # Players vs FPS2. # Players vs Bandwidth3. # Players vs CPU usage4. # GDI Players vs # NOD Players (only on servers with team switching on)For those who havnt seen I allready gather some stats on my server: <http://irc.poosay.com/mrtg/ServerGraph.html>
<http://irc.poosay.com/mrtg/dronecpu.html> <http://irc.poosay.com/mrtg/dronemem.html>
<http://irc.poosay.com/mrtg/dronenet.html> <http://irc.poosay.com/mrtg/droneudp.html>[April 25, 2002: Message edited by: Blazer][April 25, 2002: Message edited by: Blazer]
