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Subject: Dual Processors

Posted by [VicerBorg](#) on Tue, 27 May 2003 23:14:34 GMT

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I am running two FDS with Dual processors, each FDS is on its own 2500 kbs down and 1100 kbs upstream connection. I have noticed a slight difference with dual processors in game play. Where the advantage really came in was running BR, remote control software, Teamspeak or RogerWilco servers, and still allowing for the box to be used as a production application server.

I have also tested the FDS on IDE drives and SCSI drives, the SCSI beats IDE hands down for disk writes. The more users you put on, the faster you can get your disk writes the better. Creating a large swap space has 0 benefit if the disk writes are slow to the virtual space.

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