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Subject: Re: Introduction to the SSGM 4.0 TCP Logging System

Posted by [ExEric3](#) on Fri, 13 Aug 2010 18:21:34 GMT

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reborn wrote on Fri, 13 August 2010 17:31 The 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.

But if you put RenFDS to ramdrive its much better.

About what reborn talking here you can see on n00bstories server and how SFPS drops when someone join.

TCP Logging system is nice. I think in current SSGM we have RenLog Monitor which doesnt works at least for me and its over UDP. But on this (RenLog Monitor) working Dragonade Mode with DragonServ.

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