
Subject: Any RenGuard servers running only maps with defenses?

Posted by [gibberish](#) on Thu, 03 Jun 2004 02:56:08 GMT

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Terminator 1011 have 128 MB RAM. 128 MB RAM is pretti much standard for most computers, so it can't be the RAM.

NT based operating systems use spare ram as disk cache, hence the more RAM you have the more disk cache.

When you get to a reasonable amount of RAM Renegade and all the maps can be loaded completely into disk cache, as a result renegade doesn't acutally need to "Load" anything from disk.

All its doing is copying data from one area of memory to another.
A fast processor can move hundreds of MB around every second.

About the only way you would even get close to the speed of RAM is if you have a hardware raid card with several fiber channel 15,000 RPM SCSI drives.
