
Subject: Duel Processor Support For FDS
Posted by [JPNOD](#) on Thu, 03 Jun 2004 17:29:16 GMT
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hmm what im wondering. Ive seen servers with a sfps of 40 p4 3,4 ghz was the one im talking about. it usaly goes down by this "connexion quitting due to bla bla bla" ore just this "server was shut down" The host didnt do this but it just occurs, now someone told me EA wont allow u to do more then 64 players, well u can but it will always crash every game, after a couple of mins. so is this true and will it ever be possible that someone can host a 84 ore 127 like some people want?.

Anyway this game, and fds afcourse doesnt support hyperhreading since thats a technology wich came in late 2003. they had it earlier but that was on itanium and xeon ecta.

I dont know about the dual suport though :/
