Subject: Server Bandwidth issues + new breed of servers
Posted by halo2pac on Mon, 05 Mar 2007 21:54:04 GMT
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Ok i am starting a hosting company with a group of friends. With 1 Main 'Super AOW' and a bunch of servers run by our costomers. With the 'Super AOW' are more of a real time gamming experiance, using the game as a 'War' instead of a game. cause in other servers u have to follow rules with game play. but with my our server there will be no rules except foul playm as in swearing, racism, trash talk, smack talk, and disrespecting moderators. Cause in 'real life war' u do anything to acheive an objective, stay alive, or help others or your team. which means harvey walking = stealth and smart way of taking base defences easy, and Flaming apcs = easy tank removal, harvey destruction, and infantry/ 1k char desposal.

The main issue is that when u start servers u have to have a good connection. in server.ini it says u have to have a min of 60kbs per player / 8 player server = 250k ....? 2 types of speeds here... we have the Upload rate, and Download rate.. which does the server.ini speak of? and with NR does the bandwidth box use bytes or KBs or Mb?

and how are AO hosting, c4u, jelly, and the other companies hosting servers @ $24-30 for a 16 player server? cause bandwidth cost for most ppl 60$ for a 6mb dwn/ 756 up... which if 250k in server.ini for 8 players   = 3 servers, or 1 16 player server and a
8 player server. or for me 130$ a month 7 mbs down/ 1 mb up.

errr sorry for the long message but I need some help here

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Goztow on Mon, 05 Mar 2007 22:09:51 GMT
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You always get what you pay for, that's especially true in hosting.

The amount of trafic per players needed goes up with the amount of players that join. For a 20 players serevr u need more or less 100-150 kbps per player for when it's full, I'd say.

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by halo2pac on Mon, 05 Mar 2007 22:28:40 GMT
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kk that may be true but i need to know is that 100 - 150 kbs per player... is IT upload speed or download speed?

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by JeepRubi on Mon, 05 Mar 2007 22:30:38 GMT

I dont know for sure, but that is probably upload speed since your serving the other players, they just give your server their co-ordinates, but you give them everyone elses.

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Zion on Mon, 05 Mar 2007 22:42:13 GMT

The server uses both, it will DOWNLOAD packets from clients who UPLOAD it to the server, then distribute those packets (UPLOAD to clients) to the rest of the players to update that player of their position, score, rank, time inagme, kills, deaths, etc etc. It does this hundreds of times per second for each player that joins the server so it's in 'the more the better' type of equasion.

The NR net update rate box uses kbps same as the ini file but if you use NR it will rewrite that ini file anyway.

Use this as a rule of thumb:

8 player server = NUT 540000
16 player server = NUT 750000
24 plyer server = NUT 1200000
(all in kilobytes per second)

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by EvilWhiteDragon on Mon, 05 Mar 2007 22:42:40 GMT

halo2pac wrote on Mon, 05 March 2007 22:54
cut
and how are AO hosting, c4u, jelly, and the other companies hosting servers @ $24-30 for a 16 player server? cause bandwidth cost for most ppl 60$ for a 6mb dwn/ 756 up... which if 250k in server.ini for 8 players   = 3 servers, or 1 16 player server and a
8 player server. or for me 130$ a month 7 mbs down/ 1 mb up.

errr sorry for the long message but I need some help here
Well, they don't host their servers at home but in a real data center, which means they have 100 or even 1000Mbit up and down.

And you'll need atleast 4 Mbit up for a proper 24p server, or 2 that have 12 etc... so unless you want to spend serious money on dedicated servers, I would quit right here.

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by halo2pac on Mon, 05 Mar 2007 22:47:35 GMT

well ty, now i know y my server lags SOO bad i set NUT to 9 XD just plain old 9 ..... err if i left it blank or set it to 0 what would happen?

and data center? theres such a place i can go and set up servers? with "WHOLY ****' 1gb up and down?

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Goztow on Tue, 06 Mar 2007 07:38:52 GMT

halo2pac wrote on Mon, 05 March 2007 23:47well ty, now i know y my server lags SOO bad i set NUT to 9 XD just plain old 9 ..... err if i left it blank or set it to 0 what would happen?

and data center? theres such a place i can go and set up servers? with "WHOLY ****' 1gb up and down?

If you have enough money: ofcourse. You can even rent a dedicated computer there. Will cost u a lot of money though 80-100 $ a month seems right.

Also there's more than just bandwith: RenFDS requires a lot of CPU power.

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Whitedragon on Tue, 06 Mar 2007 09:12:21 GMT

Any major server is going to be hosted at a data center. http://www.theplanet.com/ is a popular one. And while the servers will have a 10 or 100 Mbit connection, they will also have a transfer limit of 1000GB or so.

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Cat998 on Tue, 06 Mar 2007 11:05:49 GMT

halo2pac wrote on Mon, 05 March 2007 23:28kk that may be true but i need to know is that 100 - 150 kbs per player... is IT upload speed or download speed?

It is the upload speed, because 70 % of the server traffic belongs
to outgoing traffic (Imagine that the server has to send the position of every tank/player/object to every connected client. The player just sends his position to the server).

halo2pac wrote on Mon, 05 March 2007 23:47well ty, now i know y my server lags SOO bad i set

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NUT to 9 XD just plain old 9 ..... err if i left it blank or set it to 0 what would happen?

and data center? theres such a place i can go and set up servers? with "WHOLY ****' 1gb up and down?

Setting the setting to 0 or leaving it blank, means the FDS autodetects the optimal speed (doesn't work very well :/).

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Zion on Tue, 06 Mar 2007 11:37:56 GMT
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The Net Update Rate is good around 10-15. Lower than 8 and you get super high pings, higher than 20 causes too many packet losses (sending more out than your actual bw can handle) unless you're absolutely sure your bandwidth can take it but don't forget the average domestic hosehold only has around 4000kbps download speed. Just a matter of trial and error.

There's a server ini setting called BW up, this is what you set to those values i described above, not the NUR (NUT, w.e you want to call it). To set the NUR properly, set it to 10 as a start then slowly increase each time your server restarts/looses connection/shuts down etc untill you get a decent ping range and good client kbps. You can view all that info with the "pinfo" console command.

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Cat998 on Tue, 06 Mar 2007 12:33:49 GMT
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oh yes, I thought he meant the bandwidth setting

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by trooprm02 on Wed, 07 Mar 2007 17:40:56 GMT
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Um, this idea has been tried before, and looking at your current server ladder, you have alot of BHE cheaters playing in your server

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Subject: Re: Server Bandwidth issues + new breed of servers
Posted by puddle_splasher on Wed, 07 Mar 2007 17:55:13 GMT
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Oh you forgot to mention cheating? After-all in "War" its called having an advantage.

Is that what you propose to have,a server full of cheats?

Good effort for trying to have somethong unique

Subject: Re: Server Bandwidth issues + new breed of servers
Posted by Zion on Wed, 07 Mar 2007 21:58:28 GMT
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Yeah but there's a difference between shooting one round from your pistol and destroying everything in sight and shooting one rount from your pistol into someone head and their death being instantanious. That's one of the bad things about Renegade, it takes at a minimum (bar sniper rifles/explosives) 3 shots to the head for a player to die.