Subject: FDS
Posted by BlueThen on Thu, 03 May 2007 01:39:19 GMT
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What is the best way to host a fd server with no lag and without paying? Any advise?

Subject: Re: FDS
Posted by Dave Anderson on Thu, 03 May 2007 03:17:21 GMT
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Hosting a server on a home computer is not a good idea unless its separate from the computer you currently use. Aside from that, you'll need a fast computer and lots of bandwidth. (emphasis on lots of bandwidth, Renegade is selfish like that).

You'll end up paying money anyway whether its for better internet service or better hardware components.

Subject: Re: FDS
Posted by EvilWhiteDragon on Thu, 03 May 2007 19:23:12 GMT
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An FDS with no lag does not excists, only ones with very limited amounts of lag... But those generally dont come cheap...

Subject: Re: FDS
Posted by BlueThen on Thu, 03 May 2007 19:55:26 GMT
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Eh. You guys are a lot of help...

I figured something out,
If you have 8 players, then you can reduce lag by setting each player's bandwidth to 25000.

Subject: Re: FDS
Posted by EvilWhiteDragon on Thu, 03 May 2007 20:05:56 GMT
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ermm, not by default, what's good for your home hosted fds isnt directly good for everyones (home or not) hosted fds

Subject: Re: FDS
Posted by StealthEye on Thu, 03 May 2007 20:07:13 GMT
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You reduce bandwith, but increase lag (assuming that you can actually deliver the bandwidth from the former setting).

Subject: Re: FDS
Posted by BlueThen on Thu, 03 May 2007 21:03:42 GMT
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StealthEye wrote on Thu, 03 May 2007 15:07You reduce bandwith, but increase lag (assuming that you can actually deliver the bandwidth from the former setting).
The results were different.

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Subject: Re: FDS
Posted by BlueThen on Thu, 03 May 2007 21:10:49 GMT
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Subject: Re: FDS
Posted by StealthEye on Thu, 03 May 2007 23:46:19 GMT
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Quote:assuming that you can actually deliver the bandwidth from the former settingThen that is probably why Note however that 25000 is even lower than 56k modem speed though (25k), so I can't imagine that it wouldn't lag, but if you tried it then you probably know.