
Subject: Project Make THAT LAG DISAPPEAR!
Posted by [Irix](#) on Sat, 26 Jul 2003 18:55:54 GMT

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Ok this forum is about as close to a place to discuss this as I can find. Here is what I want to do, that is to port the Linux FDS from it's current form to a 64 bit RISC form for SGI's Irix OS and other 64 bit RISC based unix hardware and software.

Reasons:

- 1 Multiprocessor support and capabilities!!! Many people now have bandwidth but few truly have the computing power to truly take full advantage of it, except for the people I know running Sun, SGI, Alpha hardware etc... RISC systems are built from the ground up with programs like the FDS in mind. Multiprocessor configurations are much more common, and much better supported!
- 2 IF I can get it to work there is a possibility that I can add more players to games, 25 or 30 per side for those really big maps.
- 3 I'm really tired of playing (suffering through) lag fests on the bigger servers that still can't keep up!

Anyway I just grabbed an SGI O2 box running an R5000 with FPU from e-bay, I'm about to do a fresh install of Irix. and figured I make this my first project with the O2 box. I know linux (Debian mostly) and some unix for intel, but this is er uh, quite a bit more complicated, to say the least!

If anyone knows how to do this or where I can find out how to do this please let me know!! I HATE LAG! I'm on a mission to make it disappear once and for all!!!

Irix

Subject: Project Make THAT LAG DISAPPEAR!
Posted by [Majiin Vegeta](#) on Sat, 26 Jul 2003 21:08:19 GMT

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errm... can someone please translate this into english

Subject: Project Make THAT LAG DISAPPEAR!
Posted by [mac](#) on Sun, 27 Jul 2003 10:29:56 GMT

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Problems:

There is no source code you can port.

You cannot get the source code, it is locked away at EA.

The original author of the LFDS, codewrench, is no longer affiliated with EA/WS, and has no access to the source code.

Without sourcecode, there is no porting.

The LFDS only runs on Intel Hardware.

Subject: Project Make THAT LAG DISAPPEAR!
Posted by [Irix](#) on Tue, 29 Jul 2003 20:57:28 GMT
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DOH! That's just great. I don't know anybody with a Del Power Edge server that they'd be willing to use just for Renegade. I do on the other hand know quite a few people with SGI Challenge Servers they'd be willing to use, some of which have 8 R10000 in them! Not to mention I just grabed a Cicso 7000 series DSU I was hoping to upgrade to support P.O.S. just for this project!

I can put Linux in the SGI systems, and run a winbloze emulatore, but I'm not really taking advantage of what they system can really do! They do make versions of NT and other microsoft OSs for these systems but, personally anyone with this type of hardware who installs that grabage on it ought to be smashed in the face REPEATEDLY with a sledghammer.

As for the guy who wanted an ENGLISH translation RISC, Reduced Instruction System Computing, True 64 bit processors have a lot less Instruction on them (logic gates) Intel is a SIMULATED 64 bit system that is commonly called a CISC Complex Instruction Computing System, this CPU tries to do everything under the sun and then some ALL at once! When you look at my computer and right mouse click on properties under general you will see "Genuine Intel model X86 (8 STEPPING) X " that 8 stepping relates to the amount of instrutions (logic gates) data has to run through to get from point A to point B. When you are looking to run just basic functions like the FDS over and over agian and do it really really fast the RISC processor is the best choice for a CPU.

If you have ever played Everquest online, you may notice that these are GIANT servers with almost NO LAG EVER! Yes you need to pay around \$14.00 a month to play, but the game plays well enough that millions of people PAY to play it! Dedicated RISC CPU based servers connected to real bandwith is one of the main reasons for this. It'd be nice to have a FREE Renegade server like this!!!!

Irix

Subject: Project Make THAT LAG DISAPPEAR!
Posted by [HaOsLsE](#) on Sat, 13 Sep 2003 04:34:37 GMT
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I agree! With Irix. That would be Sweeeet!...but guess what ALL this Leads to?
Hmmm...Software...software makes money....to make money you have to sell the software compatible with MOST of the Systems out there...AND you know who has that area....MR. Bill ...that thief...wish I woulda thought of it first...LOL stealing the idea that is.

Subject: Project Make THAT LAG DISAPPEAR!
Posted by [IRON FART](#) on Tue, 04 Nov 2003 02:28:18 GMT
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I have to say that is a good idea, but that is also inpractical for quite a few reasons including what mac stated.

And then there is always the fact of the internet connection, and distance and connection of the client who wants to play.

But if you think you could get the FDS running on RISC, it would be really sweet to see.
