
Subject: SFPS

Posted by [\[HLOW\]Tomten](#) on Tue, 14 Oct 2003 12:47:05 GMT

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Hey all.

I got some problems with my SFPS on my server [D|F|C]Public server in gamespy, I have the netupdaterate set to 20 and the server support 20 players. When the server is full the SFPS drops to 12 instead of 60 when it startup. I have no ide why it does this, have I missed something in the config.ini file? If anyone could come up with an ide to why and what to do to make it better you have my thanks.

Here are some computer spec of the server.

CPU: 2,66Ghz P4 800Mhz buss

RAM: 1024MB DDR SDRAM 400Mhz bus

HDD: IBM 7200rpm

OS : Suse

Nietwork card: Intel 10/100/1000 on the motherboard

Motherboard: Intel D865PERL

Gfx card: Geforce 4 64MB

Connection: full duplex 10Mbit both ways

```
root 2447 27.4 7.1 82084 74132 pts/3 R Oct13 280:15 ./renegade
```

Bye

Subject: SFPS

Posted by [Majiin Vegeta](#) on Tue, 14 Oct 2003 18:38:02 GMT

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i would say something is eating your CPU speed up :/

Subject: SFPS

Posted by [\[HLOW\]Tomten](#) on Wed, 15 Oct 2003 22:01:11 GMT

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I fixed the problem and now the server is running even better then it did before

Subject: SFPS

Posted by [Blazer](#) on Thu, 16 Oct 2003 03:40:44 GMT

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What was the issue that you fixed?

Subject: SFPS

Posted by [\[HLOW\]Tomten](#) on Thu, 16 Oct 2003 10:44:03 GMT

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well, when I first installed suse I installed the kde and gnome and all the other progs and I wanted for a long time to delete that and when I updated my suse the SFPS dropped to 5-9 and really started to eat cpu power when I was running the server, would be around 30% on the cpu. So I reinstalled suse8.2 without kde, gnome and the ping and SFPS gpt much better.

Subject: SFPS

Posted by [kopaka649](#) on Thu, 16 Oct 2003 21:57:55 GMT

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FYI i dont think you need a good graphics card to host a dedicated server, only ram

Subject: SFPS

Posted by [IRON FART](#) on Tue, 04 Nov 2003 02:07:42 GMT

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Quote:

netupdaterate set to 20

I think that is more than double what it should be.

Change it to 6, 7 or 8.

I think those were the "optimal" settings.

Subject: SFPS

Posted by [\[HLOW\]Tomten](#) on Tue, 04 Nov 2003 10:28:40 GMT

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Higher netupdaterate, the higher SFPS, now its currently 33SFPS at 20 and changing it down to 6,7 or even 8....would be abit laggy dont you think?

Subject: SFPS

Posted by [Crimson](#) on Tue, 04 Nov 2003 18:21:07 GMT

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Higher net_update_rate (aka nur) is better. The more updates per second, the less jumpy the players will be. Set that number as high as your bandwidth will allow.

Subject: SFPS

Posted by [K9Trooper](#) on Tue, 04 Nov 2003 18:34:49 GMT

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kopaka649FYI i dont think you need a good graphics card to host a dedicated server, only ram

My server has no video card at all. I use a remote control program (Proxy 4.0) from another computer to view the desktop. As a matter of fact, my server only has one card in the mobo, the NIC. All other slots are free.

Subject: SFPS

Posted by [IRON FART](#) on Tue, 04 Nov 2003 23:32:04 GMT

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Well, yes I know that theoretically a higher NER should = a higher SFPS, but you gotta try to KNOW.

Subject: SFPS

Posted by [Crimson](#) on Wed, 05 Nov 2003 00:58:38 GMT

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Well, I have run a server for over a year...

Subject: SFPS

Posted by [IRON FART](#) on Wed, 05 Nov 2003 01:04:01 GMT

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Its an 8 player right?
what do you have it set at?

Subject: SFPS

Posted by [Crimson](#) on Wed, 05 Nov 2003 06:52:26 GMT

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My bandwidth is gay... I can usually run at 12-14, but sometimes if I'm doing other things I have to lower it to 6-8. People complain a lot less when it's higher, and I can even notice a difference connecting to it over the LAN.
