Subject: Question for server hosts
Posted by Dethpoet on Thu, 25 Dec 2003 01:41:51 GMT
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Does anyone know the amount of data the FDS needs?
Let's say for 32 players on WOL which is online 24/7 with BR.net running.
A rough figure will do just fine
Any info on this matter is apreciated.

ps:
Admins, if this topic is in the wrong section please move it.
I wasnt sure to put it in here or in the tech forum.

Subject: Question for server hosts
Posted by Homey on Thu, 25 Dec 2003 02:45:25 GMT
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FDS takes up almost 200mb for me, Br is 1.5mb - seems kinda small :/

Subject: Question for server hosts
Posted by Blazer on Thu, 25 Dec 2003 09:38:44 GMT
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Hes talking about bandwidth usage, not disk space

Subject: Question for server hosts
Posted by msgtpain on Thu, 25 Dec 2003 10:44:49 GMT
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It's going to depend a lot on how many hours out of the day it is at full capacity, what your NUR setting is, and what you set the upload bandwidth setting at.

Assume you set the outboundBandwidth at 0 for WOL, and it detects >4MB (will use what ever it needs) Then have an NUR of 12 which creates a steady stream of 3000kbps.

3000kbps = 375KB/sec * (60 sec * 60 min * 24 hours * 30 days)

= 972,000,000KB (972 GigaBytes) of upload traffic per month. The download will be less than 1/5 of that, If I remember correctly.

Now, this is 'worst-case-scenario' since you have full control over the outbound bandwidth setting and your NUR setting. You could set them to T1 speed and keep the stream to 192KB/sec if you wanted to. Then you have to figure that you're really only going to have a full server 60% of the

time (your milage may vary)

After running The Pits 24x7 for the last month, our projected bandwidth wasn't expected to exceed 550GB for the month.

Subject: Question for server hosts
Posted by Dethpoet on Thu, 25 Dec 2003 21:30:19 GMT
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Why am i not surprised pain comes with exactly the info i needed
Thx for that.