Subject: Re: Renegade FDS Running on Linux - on XWIS/WOL!!!
Posted by Blazer on Mon, 24 Apr 2006 17:04:40 GMT
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I havn't done any testing yet, but I'm sure the LFDS will way out-perform the WIN32 FDS for various reasons. The Linux kernel has superior multitasking and TCP/IP stack. With a Linux server, you have almost all of the machine resources...unlike windows where the GUI and all the stupid MS services are consuming memory and CPU cycles. The LFDS also seems to require less RAM on Linux.

One test I have performed was getting v00d00 to DDOS the game server port with firewall probe packets. Even while this was going on and the LFDS was responding to every packet, the CPU usage was "0.0%"