Subject: Project Make THAT LAG DISAPPEAR!
Posted by Irix on Sat, 26 Jul 2003 18:55:54 GMT
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  Ok this fourm 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 posibility 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 runing an R5000 with FPU from e-bay, I'm about to do a fresh install of Irix. and figured I make this my frist 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