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, personaly 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 "Gunuine 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