Subject: Re: Introduction to the SSGM 4.0 TCP Logging System

Posted by reborn on Fri, 13 Aug 2010 15:31:35 GMT

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The servers you play in log all the events and shit that happens in-game to the hard drives, this is called disk input-output. It's a bottle neck and is CPU intensive, so a server's SFPS can drop due to this (OMG LAG!).

Not logging to disk stops that. Meaning less server lag and the ability to increase the max player limit.