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Subject: FDS multi threading

Posted by [reborn](#) on Mon, 07 Mar 2005 13:16:17 GMT

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Is there anyway to enable the use of both processors from one FDS instance, on a windows operating system (preferably winserv2003) for WOL?

I know you can do it on a linux box for GSA only, but I don't want to do that.

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Subject: FDS multi threading

Posted by [IRON FART](#) on Thu, 10 Mar 2005 06:23:38 GMT

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I don't see why wether the server is on GSA or WOL should affect multi threading. I know it should work on Windows 2003. Win2000 onwards supports it except for XP Home edition.

On Windows you open the task manager > Right click on the application name and it should give some kind of multi threading option. Can't say much more though because I don't have 2 processors.

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Subject: FDS multi threading

Posted by [reborn](#) on Thu, 10 Mar 2005 07:30:21 GMT

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i know what you are saying, but it only works for a linux os, the FDS has the feature for linux, but not windows. Don't know why.

And yeah with HT, or dual xeon, you can assign tasks to processors, but i would like to have one FDS use all of the processing power a dual xeon.

When adding server side custom bots to a map, it really can lower the SFPS drastically, especially if it is a single player mission map, because they are huge.

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