Subject: Running a server
Posted by Vukov Azol on Sun, 07 Dec 2003 17:01:26 GMT
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I've been considering running a server but have found little information about it.

I've found some rent-a-servers online - but for the cost I could get a pretty fat pipe going into my house. Trouble is that I live on the fringe of DSL-land and it may have too much ping regardless of the pipe. (I presently have dsl 512/128)

So just what is the recommended BW for a server of 16-20 players? Is there a good online rent-a-server?

BTW - My pc is a P4 2.4 1gig with rad 9800 pro.   I have a smaller PC nw with it (ath 1700 w rad 7000 and 512k)

Subject: Running a server
Posted by longbow on Sun, 07 Dec 2003 19:13:30 GMT
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Well I know for a fact your connection won't hold 16 players.

Subject: Running a server
Posted by Crimson on Mon, 08 Dec 2003 00:06:18 GMT
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http://www.servermatrix.com

Has dedicated servers with 1000GB of transfer monthly starting at $99 (or $79 with a setup fee) for Windows machines. If you wanted to run it on GameSpy with the Linux FDS, you can get one of their servers for $59/month or $49/month with a setup fee.

A lot of us are running game servers with these guys, including The Pits, the n00bstories AOW server, FoD Server 1, and a couple others.

Subject: Re: Running a server
Posted by gibberish on Mon, 08 Dec 2003 01:53:10 GMT
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Vukov Azol
I presently have dsl 512/128

So just what is the recommended BW for a server of 16-20 players?

The big problem with hosting is upstream bandwidth (How much data your connection can send), this is typically the smaller number on ADSL connections.

As a rule of thumb you should allow 64Kbps per player.
However its kinda expontial hence you need more BW per player in big games and you can usually get away with a bit less in smaller games.

So on your connection you can probably handle a 4 player game.

However for a 16 player game you probably need:

16 * 64 = 1024

On the plus side you dont need much downstream so you could get away with:

256/1024

NOTE: Post edited KB/s -> Kbps

Subject: Running a server
Posted by Vukov Azol on Tue, 09 Dec 2003 01:41:55 GMT
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Thanks for the info. I'd like to host a wwol server, so Gamespy is out.

Thats a whole lotta bw. I'll have to check prices to see what it would cost to get a pipe like that at my house, though I still worry about the distance causing lag.

Subject: Running a server
Posted by IRON FART on Tue, 09 Dec 2003 03:06:44 GMT
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If i were you, i'd get the fatpipe.
SDSL (or SHDSL) has better range and cheaper than T1.

I say this simply because they are so much more flexible than renting a server. You can upgrade whenever you chose, no limits on bandwidth. etc...

Subject: Re: Running a server
Posted by NHJ BV on Tue, 09 Dec 2003 12:18:20 GMT
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gibberishAs a rule of thumb you should allow 64KB/s per player.
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You mean 64 Kbps, not KB/s