

5 - Comment optimiser et améliorer les performances de son serveur ?



Gramps 16/04/2024 04:56

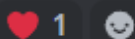
Im not too sure why base building is such a big issue considering server performance. It should be at the bottom of the list of things that cause bad performance. I have a feeling an old GM caused this misinformation because they were always trying to spawn stuff in and they couldn't unless you deleted some stuff first, and then when people would build more stuff the GM budget for spawning things maxed out and didnt allow them to spawn things again. Another area of possible confusion is client vs server performance. Having bad client side performance does not mean the server is performing poorly. In the top right corner of your screen in game you can see "FPS" (client side performance) and "server FPS" (server side performance). If you do not see the "server FPS," that means the servers FPS is above 30, which means it's performing just fine. Let me post this list of things that would cause performance issues in the order of their importance.

- Player count (number of players has the most draw on performance)
- AI has the 2nd most draw on server performance
- Vehicles have the 3rd most draw on server performance
- Living quarters that have AI spawned in
- Other buildings at bases

Now to explain a little about how AI spawning works. AI spawns in groups. Once a group is fully eliminated, that group will no longer spawn (unless it's a counter attack or supply depot group). Then there is a radius around each player on the server. AI will spawn in if a player is within say 1000m. So if you have a player at the airfield and no AI have been eliminated, all AI groups within 1km of that player will spawn in, say its 200. Now you have another player at Levy military base with no AI groups eliminated. Thats another 200 AI spawning in down there. Then you have a player in regina with no AI groups eliminated, another 200. At this point, there are 600 AI spawned in on the server and will most likely start server FPS issues with only 3 players on. This is why it's very important for players to stick together, as AI spawning in is a very high draw on server performance.

Vehicles are now set to stay longer as I had complaints about vehicles you were using to store supplies etc were being collected by the garbage collector. So now, if you plan to, or you see a vehicle abandoned, you should destroy it as it will be collected by the garbage manager much faster that way.

As far as base buildings go, that probably has more of an effect on client side fps unless we're talking about living quarters with AI spawned because AI is a draw on server performance for sure. I've seen no evidence that regular base buildings like radio towers or arsenals etc cause any performance issues server side. That should not be the main focus of server performance, having players stick together should be!



En attente

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