Subject: Change kernel timer frequency
Posted by AnVir on Sun, 14 Aug 2011 17:26:23 GMT
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The question is: how to recompile kernel to raise HLDS/SRCDS game server's FPS. Now, when I change game server's command line option to specify FPS, it works only up to ~250 Hz, but I need about 800-1000 Hz to get good result.

I have CentOS 5.6 x86_64 on 4-core xeon HN, with 16 GB RAM, with ~20 VEs with HLDS and SRCDS game servers.
As I see, OpenVZ kernel is compilied with 250 Hz internal timer by default.
I know how to make rpmbuild environment, install .src.rpm file and build it.
Please tell me, which value I need to change in source file(s) to change timer frequency (1000 or 2000 Hz, for example).

Thank you in advice!