

?Choosing services & Hardware

What should I choose?

Choosing a specific service for you can be daunting for some beginners. But hopefully this guide will help you choose which server is the best for your use case.

Types of servers & Services

We offer Minecraft, Rust, Asseto corsa and many more game servers to choose from. We also have support to use our own domains. But mainly, we will be talking about game servers.

Dependent on which game server you are looking to run, the required hardware can vary. But our plans can help you to decide which server is the best for you.

What does each feature mean?

Hardware

RAM

RAM (Random Access Memory) is instructions the server stores temporarily, which gets lost when ever the server powers off. These instructions may include the players current location, what the weather is in the game, etc. Usually the more RAM you see in a server means faster performance, but that also is dependent on the CPU Cores.

CPU Core(s)

a CPU Core is a single processing unit within the CPU (Central Processing Unit). Each CPU Core allows for the server to run 1 action at a time. So this means with 1 core, actions are queued, and then can only be executed one at a time. these actions are done really fast, but if you require a high demand server, we would recommend more than 1 core.

Multiple cores mean more actions that can be taken place at one go. If I had 2 cores, 2 actions can take place at once, 3 cores means 3 actions can happen at once, and so on.

Storage

The storage on your server is how much content you can save to our secondary storage devices. This is usually measured in Gigabytes (GB), but some servers if specially requested can have Terabytes (TB) in size

Software

Databases

Databases are a way for applications to interact with a storage method. We use MariaDB / MySQL For our services. An example this may be helpful if with a plugin on Minecraft called "LuckPerms". This plugin allows server owners to create permissions, giving specific users, or a group of users access to certain function in there server. These permissions can be saved in a file on the Minecraft Server itself. Or it can be stored in a Database. This is particularly helpful if you are running a bungeecord network, which requires a dynamic link, so then all permissions can be written to the same database, and then read from the same database across multiple servers, syncing them up.

Backups

Backups are a way to frequently copy your server files automatically (or manually), which means that if something terribly wrong happened with your server. You can easily rollback the changes from your last backup.

Backups are necessary for high demand servers, or even a server with a couple of friends. But ether way, there is no reason not to be safe and back up your server, unless you are running the server as a test.

Conclusion

For beginners servers are not as confusing as you think, have a play around, experiment with some servers and have fun.

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