



Modulus Technical Note #9 - Server Customiser Settings for Windows 95 and NT 3.5.1 & 4 (amended 17/2/99)

This technical note offers advice as to the optimum setting to be applied to 4D Server, via 4D Customiser (Custo.EXE). It is assumed that the Server has 64 megs of RAM - the settings should be adjusted in proportion for Servers with more RAM. The Customiser is provided with 4D Server to enable the optimisation of the way that 4D Server manages the memory allocated to it by Windows. Getting these settings wrong can adversely impact on the performance of the Server. Conversely, given that the default settings are based on anormal Server set-up, performance can be greatly improved by customising the settings to best fit with your server's RAM configuration

PREPARATION.

The customiser cannot be used while the Server is running. It is therefore necessary to ask all users to quit Modulus, and to then quit the Server software and take a backup of your data file.

EXECUTION.

On the server, locate the directory that contains your Modulus files. Open the Utilities directory, and the customiser plus directory inside it. Double-click CUSTO.EXE. From the File menu, choose Open. Navigate back to the Modulus directory and then double-click 4dServer.exe. Double-click the Preferences button.

The only settings that need changing are as follows:-

Stack Size: This should be set at 1024 - there is no benefit to be gained from making it any larger than this.

Cache memory: On a server with 64 megs of RAM, this should be set to 50% of the total RAM allocated by the Kernel Memory settings (shown below). 15,000k, for example, with 64 megs of total RAM on the Server..

Kernel Memory: This should be set to 15 blocks of 2048

Quit from the customiser, remembering to Save when prompted.

Restart your Modulus server in the usual way.

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N.B. As a rough guide for Servers with greater than 64 megs of RAM is as follows:

Windows '95: Set the Kernel memory, as a multiple of 2048, to the total amount of RAM minus 20 megs, and the cache memory to 50% of that.

Windows 98:- Set the Kernel memory, as a multiple of 2048, to the total amount of RAM minus 24 megs, and the cache memory to 50% of that.

Windows NT 3.5.1:- Set the Kernel memory, as a multiple of 2048, to the total amount of RAM minus 26 megs, and the cache memory to 50% of that.

Windows NT 4:- Set the Kernel memory, as a multiple of 2048, to the total amount of RAM minus 30 megs, and the cache memory to 50% of that.