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ImpServ [sectorcache=<size>] [shipcache=<size>] [planetcache=<size>]
        [itemcache=<size>]
        [clearplay=on|off]
        [port=<port>] or [-p<port>]
        [nonews=on|off] or [-n]
```

ImpServ is the Imperium file server. It accepts requests from clients, and returns them the objects they asked for, preventing deadlocks when more than one client wishes to access a given item at a time.

The "port=" or "-p" option allows you to specify the port name that ImpServ should use to talk to clients. This is only useful if you wish to run more than one ImpServ at a time on the same machine. For example, you might have a "beginners" game and an "experienced players" game, or maybe a "fast" game at the same time as a "normal" game.

The "nonews=" or "-n" option allows you to tell ImpServ that it should NOT create news items. This is mainly useful for "fast" games (games with a low ITU (time per update)).

The "clearplay=" option allows you to automatically clear out the flag in every player that indicates that they are logged in. This will allow you to recover after a system crash without the deity having to edit the player records of people who were logged in when it happened. Note that this is NOT recommended, as there will almost CERTAINLY be other problems in the data after the crash that should be taken care of before allowing people in again.

The various "**cache=" entries allow you to enlarge (or shrink) the size of the cache's used by Imperium to speed up access to common items that it does not keep in RAM all the time (all player structures & the "world" state are always kept in RAM). Imperium implements a write-through cache system, and thus NOTHING will be written to disk (except when the files are flushed) or read from disk again after the first reference if you increase the various cache sizes enough (except for "incidentals" like news items or telegrams).

The defaults are as follows:

Cache Type	Number	Size Each (in bytes)
SECTORCACHE	30	54
SHIPCACHE	180	416
PLANETCACHE	60	148
ITEMCACHE	450	27

You should always stop the server by using ImpShut or sending the server process a SIGINT signal so that it can properly flush the buffers to disk before exiting. Using ImpShut is preferred.