Posted by iRANian on Sat, 28 May 2011 01:23:36 GMT

View Forum Message <> Reply to Message

I'm curious, why would it lag the server if the SQL library isn't multi-threaded? I'm not that familiar with database engines but I have never heard of that. It would be kinda weird because SQLite is designed to be usable in embedded systems and it supports in-memory databases. SSGM 2.0.2 gest a file handle for reading, writes a message to that file, then closes it every single time the WriteGamelog() function is called, which happens every two seconds for every player plus for most game events.