Subject: cpu maxing out
Posted by jd422032101 on Sat, 18 Dec 2004 04:32:07 GMT
View Forum Message <> Reply to Message

when i run br at frist evry thing was ok for about 4-10 min. then it maxes my cpu out to 100% and useg goes to 603 mb of useg with par.exe it never did this before any way to fix ?

Subject: cpu maxing out
Posted by zunnie on Sat, 18 Dec 2004 11:31:46 GMT
View Forum Message <> Reply to Message

Set " GameSpyQueryPort = 0 " and " GameSpyPort = 0 " in server.ini and restart the server. This sometimes solves it, especially when your using BR140 to forward the game to gamespy you should definately set these options to 0 in server.ini
Also put GameSpy_IP=<iphere> in brenbot.cfg

Subject: cpu maxing out
Posted by jd422032101 on Sat, 18 Dec 2004 17:14:19 GMT
View Forum Message <> Reply to Message

I host on wol would making these changes effect it ?

Subject: cpu maxing out
Posted by zunnie on Sat, 18 Dec 2004 17:54:06 GMT
View Forum Message <> Reply to Message

yes, if you dont want to forward the server to Gamespy ALL options related to gamespy forwarding in brenbot.cfg MUST be set to "0"
Also in server.ini you should set 0 at GameSpyGamePort and GameSpyQueryPort

---

Subject: cpu maxing out
Posted by jd422032101 on Sat, 18 Dec 2004 22:03:08 GMT
View Forum Message <> Reply to Message

it now maxing out to 85% after it say doing game result or next map loads !!!

Subject: cpu maxing out
Posted by jjkuby on Sat, 18 Dec 2004 23:13:54 GMT
View Forum Message <> Reply to Message

Depending on which version you are running make sure you disable HTML output in brenbots !modules, this has a tendancy to eat cpu.

Subject: cpu maxing out
Posted by jd422032101 on Sat, 18 Dec 2004 23:28:05 GMT
View Forum Message <> Reply to Message

im using 1.40 with SSAOW 1.3.2 htlm was off i dont know what to do

also i got it form sscp1.2

Subject: cpu maxing out
Posted by forcee on Sun, 19 Dec 2004 08:50:14 GMT
View Forum Message <> Reply to Message

i have the same problem after a few minutes the cpu goes to 100 % and only the par.exe make this effect.

Then the sfps go down max. 1 sfps ^^

To fix i must restart the bot only then that wokrs fine

AND SO ON

Subject: cpu maxing out
Posted by jd422032101 on Mon, 20 Dec 2004 02:28:35 GMT
View Forum Message <> Reply to Message

now my fds is crashing help....

Subject: cpu maxing out
Posted by forcee on Mon, 20 Dec 2004 07:43:36 GMT
View Forum Message <> Reply to Message

the settigs gamespy dont help,
without brenbot the sfps is 60 ^^

and the cpu is max 30 %

Subject: cpu maxing out

Posted by Buggy on Thu, 23 Dec 2004 14:38:44 GMT
View Forum Message <> Reply to Message

i have the same problem, can somebody help me??

Subject: cpu maxing out
Posted by jd422032101 on Thu, 23 Dec 2004 20:07:23 GMT
View Forum Message <> Reply to Message

Buggyi have the same problem, can somebody help me??

Subject: cpu maxing out
Posted by zunnie on Thu, 23 Dec 2004 22:01:50 GMT
View Forum Message <> Reply to Message

by_ruddlesIf your using windows and have .net framework installed I knocked together this little console app:

http://www.ruddles.com/download/Brenbot_clean.zip

It will delete all records from the following tables:

joinlist
playerlist
seen
gamelist
users_aliases

and gives you the option to remove all the enteries from recommendations as well. Then it will "vacuum" the dat file to bring it down in size. Use at your own risk ect ect (only tested it on FACT servers so far).

Edit: forgot to mention i only came up with this thanks to zunnie's post, so cheers.

Subject: cpu maxing out
Posted by jjkuby on Fri, 24 Dec 2004 16:17:46 GMT
View Forum Message <> Reply to Message

Thank you ruddles and zunnie, these are some great tools.

Subject: cpu maxing out
Posted by by_ruddles on Fri, 24 Dec 2004 21:06:12 GMT

no probs

Subject: cpu maxing out
Posted by mac on Fri, 24 Dec 2004 21:11:08 GMT

Some of the cpu maxxing maybe be due to a error in processing gamelog.txt after each map..

Check if its archiving the file correctly, ie each map gamelog.txt must have 0 bytes again - if the file is getting bigger and bigger, there is some mistake. Also look at the console, it dumps an error there, in case that happens.

You can also try the option to delete gamelog files instead of archiving..

Subject: cpu maxing out
Posted by Alkaline on Sat, 25 Dec 2004 18:50:02 GMT

SOLUTION:
Don't run the scripts.dll that came with the bot!
run flatout vanilla scripts that came with the game or scripts 1.93 by jonwil

Sorry mac, but the scripts you have with brenbot cause 0 bug and generally uncessary cpu slowdowns... it was a nice concept but eventually no one cares about pretty explotions and weather... although weapon drop is something I will miss

---

Subject: cpu maxing out
Posted by zunnie on Sat, 25 Dec 2004 19:25:28 GMT

AlkalineSOLUTION:
Don't run the scripts.dll that came with the bot!
run flatout vanilla scripts that came with the game or scripts 1.93 by jonwil

Sorry mac, but the scripts you have with brenbot cause 0 bug and generally uncessary cpu slowdowns... it was a nice concept but eventually no one cares about pretty explotions and weather... although weapon drop is something I will miss

I never had this 0-bug on any of the fanmaps servers (and not on other servers i installed it on neither).
So it must be something you did to the server ie: wrong installed possibly? Not checking if objects.ddb and bjects.ddb exist in the data directory of server?

FYI: The latest 1.2 release of cp1&br140 work with objects.aow and do not cause 0-bug for as far as i am aware O.o

"pretty explotions" = SSAOW, not brenbot 1.40 & its scripts
"and weather" = SSAOW
"weapon drop" = SSAOW

You can disable these options in server2.ini btw.

Subject: cpu maxing out
Posted by Alkaline on Sun, 26 Dec 2004 06:08:47 GMT
View Forum Message <> Reply to Message

YOu don't run new maps so you don't know zunnie :rolleyes:

Subject: cpu maxing out
Posted by Alkaline on Sun, 26 Dec 2004 06:09:54 GMT
View Forum Message <> Reply to Message

wait...

DID you say 1.2 version???
I thought the latest is 1.1 version, hrm... maybe you have a point. where can I get 1.2 version of CP1 SS patch?

Subject: cpu maxing out
Posted by zunnie on Sun, 26 Dec 2004 13:01:45 GMT
View Forum Message <> Reply to Message

http://www.renegadeforums.com/viewtopic.php?t=12994

Changes to SSAOW 1.3.2
* Fixes 0 Bug
* Got rid of map ids and used an engine function to get the current mapname
* Fixed not being able to disable AFK Kick

Note: Even though the map IDs are no longer used to identify maps, the
map loaded will still have to have a Barracks controller i think. So for DeathMatch maps this
maybe a problem but only when you load them as the first map.

ie:
MapName=DMMap1.mix
MapName00 = DMMap1.mix

MapName01 = C&C_Field.mix
MapName02 = bla.mix
MapName03 = etc.mix

This will not gameover the map (which is required) on DMMap1 because it has no Barracks
Controller.

MapName=C&C_Field.mix
MapName00 = C&C_Field.mix
MapName01 = DMMap1.mix
MapName02 = bla.mix
MapName03 = etc.mix

This should work. It detects map field, loads the objects.aow and gameovers the map where
DMMap1 will inherit it.

[zunnie]

Subject: cpu maxing out
Posted by jd422032101 on Mon, 27 Dec 2004 03:41:46 GMT
View Forum Message <> Reply to Message

i tried evry thing it still maxes out and chrashes my server it will got at 2 % then 5 later 24-34 then
12 min later 67-89 then a 4 min after that it hits 100% and chrash it all the other boti use work fine
but br is being bich to me

Subject: cpu maxing out
Posted by serenitie on Mon, 27 Dec 2004 17:16:27 GMT
View Forum Message <> Reply to Message

Same here ...   I had to go back to 1.35 which runs great but the option I need for half renguard is
very important for my servers.
I have tried zunnies tool and by_ruddles tool but 4 minutes later it back to 100% Cpu hogging
again.
Mac I also looked into what you said ... did me no good either.
I have became frustrated.

Subject: cpu maxing out
Posted by mac on Mon, 27 Dec 2004 17:28:31 GMT
View Forum Message <> Reply to Message

okay, it seems there are some cases where brenbot works just fine, and some places where it
eats the cpu. I can't analyze that problem .. because I'm not experiencing.

So, anyone up to give me his windows box for a few days of testing? I need a semi full FDS server with half renguard support (need to look at that flooding/not detecting renguard thing too) and the cpu maxxing out issue ... if anyone is up to giving me his terminal server login, I can attempt to fix it, and re-release as 1.41

Subject: cpu maxing out
Posted by serenitie on Mon, 27 Dec 2004 17:49:25 GMT
View Forum Message <> Reply to Message

yea mac ... I'll give you access to mine .. I'll pm you the information.

Subject: cpu maxing out
Posted by Buggy on Thu, 30 Dec 2004 10:46:33 GMT
View Forum Message <> Reply to Message

yesterday i have write you a icq message: You can test the problem at my windows server, too!

Subject: par.exe cpu usage issue
Posted by cepheus on Sat, 01 Jan 2005 18:19:52 GMT
View Forum Message <> Reply to Message

Has this issue been fixed yet as Im seeing this happen on my dual 3.06 server and I dont expect a irc bot to take 25% of it, i think i would take more if I had HT turned off.

Thanks.

ps: happy new year.