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Subject: par.exe cpu usage FIX

Posted by [zunnie](#) on Tue, 21 Dec 2004 13:43:40 GMT

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The primary reason that par.exe's cpu usage is so damn high sometimes is because it logs all kinds of stuff into the BRenBot.dat. Players that joined a half year ago are still in the brenbot.dat eventhough its not very important for them to be there after such a long time.

The .dat database file doesnt optimize itself so you will have to optimize it yourself from time to time.

BRenBot.dat holds the (most important) nickbans, ip-bans, renguard-bans(serial hashes), forcerg, recommendations and more so completely deleting it is not an option unless you dont care risking a cheater that you banned a century ago can rejoin.

First of all you will need the SQLite Editor which you can download at:  
<http://www.fanmaps.net/zunnie/brenbot/sqlmanager/SQLiteManagerSetup.exe>

So, how do we optimize the database if we cant just delete it?

First close brenbot and make a backup copy of your current brenbot.dat so when you fuckup the dat you still have a working backup  
Now open SQLite Manager and open brenbot.dat in your brenbot directory.  
Goto File > Export > SQL

Here you will see a list of all brenbots tables and stuff.  
Decide now which tables you want to keep, for the FanMaps servers i choose to keep:

"banlist"  
"force\_renguard"  
"ip\_ban"  
"modules"  
"rg\_ban"  
"rg\_stats"  
"users"

Select these and then click on "OK" and save it as brenbot\_sql.sql for example:

Now delete BRenBot.dat and restart BRenBot. It will now create a CLEAN new BRenBot.dat  
Wait for the bot to join on IRC, then close brenbot again.  
Now open the clean brenbot.dat with SQLite Manager.

On the tab "Design" click on the [+] in front of "Tables" so it expands.

Because the new clean brenbot.dat already contains the tables called "banlist", "force\_renguard", "ip\_ban", "modules", "rg\_ban", "rg\_stats" and "users" you cant import the brenbot\_sql.sql you just saved just like that.

In this new clean brenbot.dat you will have to remove these tables before you can import your saved brenbot\_sql.sql

Select each one of these tables one by one and "Drop" them via the Edit menu in SQLite Manager:

Repeat this until you removed all the 'tables' that you previously choose to keep in the brenbot\_sql.sql

After doing all this you should see something similar to this:

Now its time to import the brenbot\_sql.sql with the saved bans, modules, users etc Goto File > Import > SQL and import the brenbot\_sql.sql

Now you have a clean brenbot.dat which will still have the bans and other important settings in it.

Result:  
BEFORE

AFTER

[zunnie]

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Subject: par.exe cpu usage FIX  
Posted by [forcee](#) on Tue, 21 Dec 2004 18:59:23 GMT  
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IT easy to make this ^^

BUT my par.exe make a 100 % CPU usage after 4-10 min and i don't think that i have to do this all every 10 min. !?!?!?

:twisted:

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