Subject: Server SFPS drops after much console output with pinfo and other console commands
Posted by iRANian on Mon, 18 Dec 2017 00:23:26 GMT
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After a console command which dumps a lot of text to the console the server will hang 30-200 milliseconds.

[00:53:50] <Eric3> just clean fds
[00:53:59] <Eric3> without players
[00:55:10] <Eric3> disable gamelogs
[00:55:13] <Eric3> disable tcp logs

[01:19:20] <Eric3> 1.037 - is fine
[01:19:31] <Eric3> ssgm 2.0.2 ported to 3.44 scripts is fine
[01:19:53] <Eric3> ssgm 4.6 sfps drop
[01:20:00] <Eric3> da 1.92 sfps drop

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by ExEric3 on Mon, 18 Dec 2017 18:02:39 GMT
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Tested again with all TT official releases.

Since 4.0 Beta 3 and above all versions causing higher frame times when is used help console command.

BRenBot periodically refresh player_info and game_info which is causing it also if is in game more players.

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by dblaney1 on Mon, 18 Dec 2017 18:04:53 GMT
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I have noticed this as well. I believe it has something to do with windows command prompt and how it works.

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by ExEric3 on Mon, 18 Dec 2017 18:18:06 GMT
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dblaney1 wrote on Mon, 18 December 2017 19:04I have noticed this as well. I believe it has something to do with windows command prompt and how it works.

But it comes just with TT releases. Old ssgm 2.0.2 and original westwood release worked fine. Same OS, same dedi.

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by Gen_Blacky on Tue, 19 Dec 2017 04:59:00 GMT
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Yea that's why it is a bad idea to write to the console unless necessary.

What windows server version are you running? I'm just going take a guess but if you ran windows server 2003 I bet that problem does not happen as much.

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by ExEric3 on Tue, 19 Dec 2017 07:37:21 GMT
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Gen_Blacky wrote on Tue, 19 December 2017 05:59Yea that's why it is a bad idea to write to the console unless necessary.

What windows server version are you running? I'm just going take a guess but if you ran windows server 2003 I bet that problem does not happen as much.

Windows Server 2008 R2. I cant run latest TT release on Windows Server 2003 (It display popup supported OS is WinXP SP3 and above). Instead of it tried it on WinXP but with same result. Just WinXP giving exactly 60 SFPS and not 63 like others and newer OS.

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by Gen_Blacky on Thu, 21 Dec 2017 06:21:51 GMT
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Yea you would need to update to sp3. But if it happens on xp then it must be a flaw in scripts because that is as native as you can get and its not command prompt.

Subject: Re: Server SFPS drops after much console output with pinfo and other console commands
Posted by iRANian on Thu, 21 Dec 2017 11:17:32 GMT

It does happen on XP SP3 according to ExEric.

It might also explain the frametime issues you were experiencing even with clean Dragonade when you were testing.