## Wcs TestChange for the Greater good
Posted by Pooky - 19 Apr 2011 16:07

_____

Tomorrow i'm going to update the races so that there isn't a single Weapon restriction on the server. We're doing this cause we have a strong feeling that the server is crashing cause of some bugs in those scripts.

**This &quot;update&quot; will only take 1 day, to see the effect!!** After that day i'll change it back to the normal script. If the results are good, i'll have to do some adjustment and some races will have to go.

We have to try this cause the server crashes are just getting too bad and we can't afford to lose valuable players cause of this

So when you've read this and see people asking what the hell has happened to some of their beloved race, please spread the message. But more importantly, if the server crashes tomorrow, report immediately in this topic.

I'm not expecting that the crashes will go to 0, an overdose of effects triggered at the same time can also do the trick, but i'm hoping to see it reduced quite a bit.

Thanks for the understanding and support

The Wcs admin team

============================================================================

## Re: Wcs Change for Greater good
Posted by TheBlackWaltz - 20 Apr 2011 09:13

_____

Pooky you added an advert to tell people whats going on?

============================================================================

## Re: Wcs Change for Greater good
Posted by Mr.Moo - 20 Apr 2011 10:38

_____

Server just crashed.

11:37

Map: ag_rats_v2

There was only 3 people alive, so I can't see it being effects overload that time.

Console was clean, nothing error/buggy in it.

============================================================================

## Re: Wcs TestChange for the Greater good
Posted by liger - 20 Apr 2011 11:01

_____

lets agree to post times in GMT (london time)

============================================================================

## Re: Wcs TestChange for the Greater good
Posted by DreamState - 20 Apr 2011 11:33

_____

Has the actual mod been disabled or just removed from the races?

============================================================================

## Re: Wcs TestChange for the Greater good
Posted by Mr.Moo - 20 Apr 2011 11:37

_____

Some of the races have been locked (private) and the weapon restrictions have been removed as a test to see if it is those that cause the crashes.

However, I'd like Tunes to gimme the specs on the server unit thats running the Wcs, so i can compare it to other wcs servers.

Ive just visited 2 other wcs servers and they've both said there server crashes too but only like twice/three times a day (they were pants compared to ours though, no restrictions on anything).

I originally thought it could be our server unit not being able to cope with that amount of CPU and

memory usage, so it crashes and restarts to flush the cache.

============================================================================

## Re: Wcs TestChange for the Greater good
Posted by DreamState - 20 Apr 2011 11:42

_____

Server should be ok as it's fairly hefty but we can check the logs.

I'm just wondering, even though the races are locked and the weapon restrictions removed whether the actual weapon restriction mod itself (SourceMod or ES) is still loaded and running (albeit not actually being used). I'll see if I can check from here.

============================================================================

## Re: Wcs TestChange for the Greater good
Posted by M3ntoz - 20 Apr 2011 11:44

_____

i dont think the SM restrictions are the problem, it would be nice if the ES restrictions could be disabled now the races are private.

============================================================================

## Re: Wcs TestChange for the Greater good
Posted by DreamState - 20 Apr 2011 11:48

_____

Managed to check and &quot;Weapon Restrict&quot; (2.3.4) by Dr!fter is still loaded and running. We need to disable it to completely check that it is not causing the problems. I think last time this broke and stopped working the server crashed a lot less. I can't do it until I get home though.

There are also a few other mods we could disable for testing at the same time.

EDIT: I managed to disable it via rcon but it is likely to re-enable on map change

EDIT2: Yer
It keeps re-enabling itself. Someone will need to move the plugin file to the 'disabled' folder in SM's plugin directory.

============================================================================

## Re: Wcs TestChange for the Greater good

Posted by M3ntoz - 20 Apr 2011 12:07

_____

**DreamState wrote:**

Managed to check and &quot;Weapon Restrict&quot; (2.3.4) by Dr!fter is still loaded and running. We need to disable it to completely check that it is not causing the problems. I think last time this broke and stopped working the server crashed a lot less. I can't do it until I get home though.

There are also a few other mods we could disable for testing at the same time.

EDIT: I managed to disable it via rcon but it is likely to re-enable on map change

EDIT2: Yer It keeps re-enabling itself. Someone will need to move the plugin file to the 'disabled' folder in SM's plugin directory.

Yep, i just tested it on server and trickster assasin still is dual elite only with the restrictions.

=============================================================================

## Re: Wcs TestChange for the Greater good

Posted by Pooky - 20 Apr 2011 12:39

_____

I have disabled the Restriction version ran by the wcs mod. This is the version that the races use ( thanks for the idea ds)

The one that's ran with SS is a keeper, cause that one takes care of map restrictions like in awp maps ( awp only ). That mod has been tested over and over again by others, so i hope that one isn't the partycrasher.

EDIT : * Ds check your pm's

    * I'll disable the weapon restrictions from SS later tonight. See if the server crashes    from    now till then. After i've disabled the SS version, we'll check again... What a job

=============================================================================