Wcs TestChange for the Greater good

Posted by Pooky - 19 Apr 2011 16:07

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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 "update" 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

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Re: Wcs TestChange for the Greater good

Posted by M3ntoz - 20 Apr 2011 12:48

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server is up for over 2 hours and a half now, that's a record from the recent days.

edit: crash at 14:18 GMT

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Re: Wcs TestChange for the Greater good

Posted by Gimp - 20 Apr 2011 14:41

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timeleft, nextmap and those kind of things dont seem to be wrkin, rtv is. time: 15:41

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Re: Wcs TestChange for the Greater good

Posted by Pooky - 20 Apr 2011 16:08

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heads up, SS restrictions now dissabled.

EDIT: just had a lagg spike for 30 secs, game resumed for 10 sec and then crashed. This points towards an overload ?

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Re: Wcs TestChange for the Greater good

Posted by Pooky - 20 Apr 2011 20:50

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Day is almost over.

My personal oppion is that the crashes did reduce, but didn't completely disappear.

Server votes tell me that the amount stayed the same...

We'll keep trying to work on other things (effects, complementary mods etc) and hopefully come to a solution

Thanks for the comprehension

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Re: Wcs TestChange for the Greater good

Posted by Mr.Moo - 20 Apr 2011 20:58

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Yeah, I'm waiting on a message back from Tunes, then I'll investigate other WCS servers to see if we can compare.

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Re: Wcs TestChange for the Greater good
Posted by DreamState - 20 Apr 2011 21:33

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The server is hosted on a dedicated server and the specs are: E6600 2 x 2.4-2GB-Raptor10k.

It should certainly be sufficient for the purposes. We had a beast before and I believe the crashes were still happening. We are (as I write this) utilising around 33% of the server cpu and 800mb of the 2 gig memory. I'll keep an eye when the server is full though.

My gut instinct is that the mod itself, or a combination of plugins, will be the cause. We've removed a number tonight for testing in hopes that we can eliminate the issue. WCS is a very complex mod with lots happening. We are also running SourceMod in tandem with Eventscripts. It might be worth disabling SourceMod for a day purely for ruling out purposes? We'd lose in-game admin but it would eliminate a large 'grey-area'?

We could also disable some of the other servers for a day to see if this helps?

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Re: Wcs TestChange for the Greater good
Posted by liger - 21 Apr 2011 00:01

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have you tried running it on empty server and see if it crashes? (or maybe with bots)

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Re: Wcs TestChange for the Greater good
Posted by TheBlackWaltz - 21 Apr 2011 06:16

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DreamState wrote:

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If we do this on a work day I can sit on twk chat with hlsw on my phone 😊

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Re: Wcs TestChange for the Greater good

Posted by Pooky - 21 Apr 2011 06:40

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Thanks for the idea's guys.

I like the idea to disable sourcemod for a day, some admins got rcon, so we'd still be able to admin it. That way we could indeed rule out a big possible cause.

Cheers

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Re: Wcs TestChange for the Greater good

Posted by deN - 21 Apr 2011 22:08

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just so u all know, the server crashed twice within minutes and having some really bad laggs

Edit: its down

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