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Subject: New TT-server test event!

Posted by [EvilWhiteDragon](#) on Tue, 11 Jan 2011 21:33:22 GMT

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During the previous test it became obvious that there were some issues remaining with the TT server scripts. It caused a way too high CPU load, which led to much lag with around 40 players.

After the test we have identified several reasons for the high CPU usage. First, some objects were updated ridiculously frequently, but even more importantly: the priority management was broken, which caused objects that were far away to be updated just as frequently as nearby objects. This led the server to send many unnecessary packets, which altogether took quite a large amount of processing power and high bandwidth usage.

We believe the TT Renegade server should perform much better now that these two issues have been fixed. In order to be able to test how stable the current server scripts are, a test will be held on Sunday the 16th of January around 22.00 CET. Similar to the previous test, we will start off with a limit of 40 players and see how things progress. The limit will be gradually increased depending on the perceived stability and demand. Although the crashes that occurred last time are fixed, other crashes are still to be expected.

We will give status updates both in our IRC channel (#TT on [irc.n00bstories.com](http://irc.n00bstories.com) or [irc.blackintel.org](http://irc.blackintel.org)) and on TeamSpeak ([ts3.blackintel.org](http://ts3.blackintel.org)). It will probably be fun to try and get an organized game going while testing the server.

If this test is successful we will compile a release for server owners as soon as possible. The client is not ready to be released yet.

Server info:

Date/time: Sunday the 16th of January around 22.00 CET

WOL/XWIS hostname: a000000 (might be subject to change)

WOL/XWIS title: [TT] BlackIntel Test Server

Direct connect IP: 95.211.124.215

Direct connect port: 4880

IRC channel: #ttmain

Teamspeak 3: [ts3.blackintel.org](http://ts3.blackintel.org)

Player count: 40 or more

Duration: depends, but the current goal is 2 hours.

The server will remain passworded until the event starts.

We hope that, just like last time, server owners are willing to cooperate by shutting their servers down during the test. It was of great help to get people active in the TT test server. Thanks in advance!

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