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 or irc.blackintel.org) and on TeamSpeak (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
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!

Subject: Re: New TT-server test event!
Posted by Prulez on Tue, 11 Jan 2011 21:54:59 GMT
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I may be there for a short while.. a bit late for me

Subject: Re: New TT-server test event!
Posted by Hitman on Tue, 11 Jan 2011 22:12:56 GMT
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nice, i might be there but thats saturday night 2 am so im not gonna guarantee it lol

---

Subject: Re: New TT-server test event!
Posted by EvilWhiteDragon on Tue, 11 Jan 2011 22:18:05 GMT
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Hitman wrote on Tue, 11 January 2011 23:12nice, i might be there but thats saturday night 2 am
so im not gonna guarantee it lol
Dude, you're either from Belgium or using a proxy, so it's 22.00 on sunday for you. CET = Central
Europe Time....

Pro-Tip: click on the link to see the time in your timezone, it will convert it for you.

Subject: Re: New TT-server test event!
Posted by Omar007 on Tue, 11 Jan 2011 22:25:08 GMT
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I hope I have the time to hop by...

Subject: Re: New TT-server test event!
Posted by Dethdeath on Wed, 12 Jan 2011 00:17:57 GMT
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I should be there.

Subject: Re: New TT-server test event!
Posted by liquidv2 on Wed, 12 Jan 2011 03:02:06 GMT
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i'll be there if i can be
i set the servers back up last time prul, and i did the server names wrong and it made TD nuts lol

---

Subject: Re: New TT-server test event!
Posted by havoc9826 on Wed, 12 Jan 2011 06:47:22 GMT
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I'll try to make it.

Subject: Re: New TT-server test event!
Posted by Caveman on Wed, 12 Jan 2011 09:11:19 GMT
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I dont think I will beable to make it as its at midnight and I have work at 6am the following morning.

Maybe next time.

Subject: Re: New TT-server test event!
Posted by Goztow on Wed, 12 Jan 2011 10:46:47 GMT
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It's at 9 PM British time.

Subject: Re: New TT-server test event!
Posted by _SSnipe_ on Wed, 12 Jan 2011 10:58:14 GMT
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What time is that PST?

Subject: Re: New TT-server test event!
Posted by Goztow on Wed, 12 Jan 2011 11:06:52 GMT
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Click on the link that he put on the date.

Subject: Re: New TT-server test event!
Posted by Caveman on Wed, 12 Jan 2011 11:22:30 GMT
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I clicked on the link and it returned with 00:00GMT

Edit;

Now its saying 9pm. I should beable to make it then.

Subject: Re: New TT-server test event!
Posted by z310 on Wed, 12 Jan 2011 12:29:19 GMT
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METAPOD should be there.

Subject: Re: New TT-server test event!
Posted by dippy on Wed, 12 Jan 2011 12:41:41 GMT
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Atomix will be happy to shutdown its servers during the test, and we'll do our best to get some members there.

Subject: Re: New TT-server test event!
Posted by Deadpikle on Wed, 12 Jan 2011 15:01:49 GMT
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I let the BHP testers know and I won't schedule anything on top of this

Now if only I could get my XWIS to work for Ren :argh: (I can't direct connect where I'm at)...

Subject: Re: New TT-server test event!
Posted by Hitman on Wed, 12 Jan 2011 17:15:05 GMT
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oh LOL

well still, might be out anyways so cant guarantee

ps: wtf deadpikle i thought u were ... dead!

Subject: Re: New TT-server test event!
Posted by Pyr0man1c on Wed, 12 Jan 2011 18:26:24 GMT
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Can't make it, too busy.

Subject: Re: New TT-server test event!
Posted by Deadpikle on Wed, 12 Jan 2011 18:51:19 GMT
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Hitman wrote on Wed, 12 January 2011 12:15oh LOL

well still, might be out anyways so cant guarantee

ps: wtf deadpikle i thought u were ... dead!
Oh, I've always been around... long time no see yourself.

Subject: Re: New TT-server test event!
Posted by F1r3st0rm on Wed, 12 Jan 2011 18:51:25 GMT
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Caveman wrote on Wed, 12 January 2011 06:22I clicked on the link and it returned with
00:00GMT

Edit;

Now its saying 9pm. I should beable to make it then.
le_covemang?

Subject: Re: New TT-server test event!
Posted by Goztow on Wed, 12 Jan 2011 19:20:32 GMT
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Good to see some evolution .

Subject: Re: New TT-server test event!
Posted by Hypnos on Thu, 13 Jan 2011 07:54:38 GMT
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F1r3st0rm wrote on Wed, 12 January 2011 18:51Caveman wrote on Wed, 12 January 2011
06:22I clicked on the link and it returned with 00:00GMT

Edit;

Now its saying 9pm. I should beable to make it then.
le_covemang?

Yeah, that's le_covemang.

I doubt I'll be able to attend this, busy month for me.

Subject: Re: New TT-server test event!
Posted by Caveman on Thu, 13 Jan 2011 09:06:25 GMT
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F1r3st0rm wrote on Wed, 12 January 2011 18:51Caveman wrote on Wed, 12 January 2011 06:22I clicked on the link and it returned with 00:00GMT

Edit;

Now its saying 9pm. I should beable to make it then.
le_covemang?
Never heard of him. Im pretty sure i can attend this. Being as i missed the last one ill try my best.
No crashes mid game though, k. Ta.

Subject: Re: New TT-server test event!
Posted by Gohax on Fri, 14 Jan 2011 11:45:32 GMT
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Should be able to make this one, at least for a little while. Not sure if I'm off Saturday or Sunday, but don't work until later during the day, anyhow.

Subject: Re: New TT-server test event!
Posted by Crimson on Fri, 14 Jan 2011 11:57:03 GMT
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I may be able to make it this time... I had trouble joining the server last time because it was full which is fine. I initially didn't think I could make it because I thought it was on Saturday and I'm busy at that time for a rather somber occasion I'm hosting at my house.

Subject: Re: New TT-server test event!
Posted by i0ncl0ud9 on Fri, 14 Jan 2011 14:09:47 GMT
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i'll come

Subject: Re: New TT-server test event!
Posted by Stefan on Fri, 14 Jan 2011 17:11:26 GMT
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I'll be there.

Subject: Re: New TT-server test event!
Posted by renohol on Fri, 14 Jan 2011 18:02:35 GMT
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Looks like about 1:PM PST for me if my math is correct. right after my beloved Bears will hopefully have kicked the Seahawks butts! Plan to attend just hope TT gets ahold of strom b4 then to find out how to avoid the xwis attcks or whatever is going on that keep shutting things down.

Subject: Re: New TT-server test event!
Posted by EvilWhiteDragon on Fri, 14 Jan 2011 20:54:32 GMT
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renohol wrote on Fri, 14 January 2011 19:02Looks like about 1:PM PST for me if my math is correct. right after my beloved Bears will hopefully have kicked the Seahawks butts! Plan to attend just hope TT gets ahold of strom b4 then to find out how to avoid the xwis attcks or whatever is going on that keep shutting things down.
If the server is under attack we immeadiately have the knowledge, skill and resources available to find out what's causing it. While of course it would be better to be able to test TT, it might help in solving the mysterious server problems.

Subject: Re: New TT-server test event!
Posted by EvilWhiteDragon on Sun, 16 Jan 2011 14:27:21 GMT
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Reminder: this is in about 6,5 hours and we like YOU to be there!

Subject: Re: New TT-server test event!
Posted by Spoony on Sun, 16 Jan 2011 14:33:37 GMT
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i'll be there.

Subject: Re: New TT-server test event!
Posted by Deadpikle on Sun, 16 Jan 2011 17:39:54 GMT
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Spoony wrote on Sun, 16 January 2011 09:33i'll be there.
I will too!

Subject: Re: New TT-server test event!
Posted by EvilWhiteDragon on Sun, 16 Jan 2011 22:16:53 GMT
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Well, thanks to the support of Jelly and N00bstories the stress test was a great success.

Oh well, at least some regression bugs got fixed.

Subject: Re: New TT-server test event!
Posted by Omar007 on Sun, 16 Jan 2011 23:08:48 GMT
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I wish I weren't busy writing a 39 pages document... I just finished D:

Subject: Re: New TT-server test event!
Posted by Spyder on Sun, 16 Jan 2011 23:27:55 GMT
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NOOO! I just missed it

Subject: Re: New TT-server test event!
Posted by StealthEye on Sun, 16 Jan 2011 23:40:15 GMT
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Thanks to everyone who attended (and those who were just too late too).

We have been able to locate and fix some bugs, but we haven't been able to test what this test was intended to test: performance with large numbers of players. We had about 20-25 players usually, which is way below the desired 40, hence not much can be said about the performance.

Subject: Re: New TT-server test event!
Posted by Xpert on Sun, 16 Jan 2011 23:54:27 GMT
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I forgot about this.

Subject: Re: New TT-server test event!
Posted by raven on Mon, 17 Jan 2011 03:24:54 GMT
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EvilWhiteDragon wrote on Sun, 16 January 2011 16:16Well, thanks to the support of Jelly and

N00bstories the stress test was a great success.

Oh well, at least some regression bugs got fixed.

Perhaps if the right people were notified about this event we could have helped out. I don't read this forum on a regular basis and wasn't made aware of the test until someone pointed it out to me just now on IRC

Maybe next time

Subject: Re: New TT-server test event!
Posted by **EvilWhiteDragon** on Mon, 17 Jan 2011 10:23:57 GMT
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raven wrote on Mon, 17 January 2011 04:24EvilWhiteDragon wrote on Sun, 16 January 2011 16:16Well, thanks to the support of Jelly and N00bstories the stress test was a great success.

Oh well, at least some regression bugs got fixed.

Perhaps if the right people were notified about this event we could have helped out. I don't read this forum on a regular basis and wasn't made aware of the test until someone pointed it out to me just now on IRC

Maybe next time
I tried to contact you and others on IRC at the time. Hell, Liquid was even there...

Subject: Re: New TT-server test event!
Posted by **Deadpikle** on Mon, 17 Jan 2011 12:02:46 GMT
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Why don't you go ahead and schedule another test since...well, obvious reasons?

Subject: Re: New TT-server test event!
Posted by **EvilWhiteDragon** on Mon, 17 Jan 2011 13:57:37 GMT
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Deadpikle wrote on Mon, 17 January 2011 13:02Why don't you go ahead and schedule another test since...well, obvious reasons?
What's the point?

Subject: Re: New TT-server test event!
Posted by **RainXc** on Mon, 17 Jan 2011 14:39:13 GMT

The TT-Server tests were organised during the Dev night event of Renegade X. Over 200 people were watching the live-streams (from beginning to end)

Maybe this could have had an impact ?

http://www.renegade-x.com/forums/showthread.php?2840-January-2011-Dev-Night!

Subject: Re: New TT-server test event!
Posted by Prulez on Mon, 17 Jan 2011 15:23:55 GMT

EvilWhiteDragon wrote on Mon, 17 January 2011 11:23raven wrote on Mon, 17 January 2011 04:24EvilWhiteDragon wrote on Sun, 16 January 2011 16:16Well, thanks to the support of Jelly and N00bstories the stress test was a great success.

Oh well, at least some regression bugs got fixed.

Perhaps if the right people were notified about this event we could have helped out. I don't read this forum on a regular basis and wasn't made aware of the test until someone pointed it out to me just now on IRC

Maybe next time
I tried to contact you and others on IRC at the time. Hell, Liquid was even there...
Maybe you should notify people in the Server Owners section like the test before so they'd be more aware of this?

Also.. the point of scheduling another test is to.. have another test?

Subject: Re: New TT-server test event!
Posted by Creed3020 on Mon, 17 Jan 2011 15:44:49 GMT

I am almost always doign somethign family related at this time on a Sunday. If it were on a Saturday that would be much better for NA players is my guess.

Subject: Re: New TT-server test event!
Posted by EvilWhiteDragon on Mon, 17 Jan 2011 15:51:10 GMT

Creed3020 wrote on Mon, 17 January 2011 16:44I am almost always doign somethign family related at this time on a Sunday. If it were on a Saturday that would be much better for NA players is my guess.

Don't forget that on Saturday evening (here in the EU) a lot of people might be going out, doing other things with friends and such. Basically it's hard to find a time and day that's pleasing for everyone.

Subject: Re: New TT-server test event!
Posted by CarrierII on Mon, 17 Jan 2011 16:55:24 GMT
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Sorry, just finished taking my third (of four exams), the first three of which contained 90% of the stuff I've learnt, and were all within four days - in short - OMG WTF EXAMS!!!

I should be more available now. :/

Subject: Re: New TT-server test event!
Posted by [SiN]StonerMk2 on Mon, 17 Jan 2011 18:22:28 GMT
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Couldnt get in to the server, it just hung at the "Joining Game" screen. Not much else i could have done. Was on TeamSpeak waiting to see if someone was going to try and troubleshoot, but no feedback from any "admin", if there was any. Oh well.

Subject: Re: New TT-server test event!
Posted by Spyder on Mon, 17 Jan 2011 19:13:24 GMT
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I bet St0rm didn't shut down their servers...

Subject: Re: New TT-server test event!
Posted by HaTe on Tue, 18 Jan 2011 00:39:11 GMT
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[SiNStonerMk2 wrote on Mon, 17 January 2011 12:22]Couldnt get in to the server, it just hung at the "Joining Game" screen. Not much else i could have done. Was on TeamSpeak waiting to see if someone was going to try and troubleshoot, but no feedback from any "admin", if there was any. Oh well.
It's still listed on the rr list as up with 21 people on city_flying - what I'm guessing is the last map played before the shutdown/last crash of the server? Worth looking into considering the huge amount of RR players in Renegade currently..

Subject: Re: New TT-server test event!

Posted by raven on Tue, 18 Jan 2011 00:47:01 GMT
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EvilWhiteDragon wrote on Mon, 17 January 2011 04:23
at the time

well there's the issue..

Subject: Re: New TT-server test event!
Posted by JeepRubi on Thu, 20 Jan 2011 04:38:08 GMT
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StealthEye wrote on Sun, 16 January 2011 17:40Thanks to everyone who attended (and those
who were just too late too).

We have been able to locate and fix some bugs, but we haven't been able to test what this test
was intended to test: performance with large numbers of players. We had about 20-25 players
usually, which is way below the desired 40, hence not much can be said about the performance.

lol.

Subject: Re: New TT-server test event!
Posted by Hitman on Thu, 20 Jan 2011 12:11:00 GMT
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no jeeprubi people wont play your stupid renegay x game now because there's not as much
progress as you thought, TOO BAD

Subject: Re: New TT-server test event!
Posted by halo2pac on Fri, 21 Jan 2011 04:08:20 GMT
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More people will just have to have there servers off during the next test.

Subject: Re: New TT-server test event!
Posted by nikki6ixx on Fri, 21 Jan 2011 06:35:06 GMT
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I love RenForums.

Subject: Re: New TT-server test event!
Posted by Hitman on Fri, 21 Jan 2011 13:49:44 GMT
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lol if anyone is a troll here, you are buddy

Subject: Re: New TT-server test event!
Posted by CarrierII on Fri, 21 Jan 2011 19:14:00 GMT
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Wow, a few days off because of revision and everything goes to hell.

CUT IT OUT.

Subject: Re: New TT-server test event!
Posted by Starbuzzz on Sat, 22 Jan 2011 05:56:06 GMT
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CarrierII wrote on Fri, 21 January 2011 13:14Wow, a few days off because of revision and everything goes to hell.

CUT IT OUT.

Ahh that explains why the forums felt like utopia for the past few days.

Subject: Re: New TT-server test event!
Posted by EmpireJBL on Mon, 14 Feb 2011 18:05:07 GMT
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Will there be a Beta test for februari ?