
Subject: Par.exe

Posted by [by_ruddles](#) on Mon, 23 Aug 2004 09:07:20 GMT

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I'm guessing par.exe in the process list is something to do with brenbot as when we kill it brenbot dies (nice scientific way of finding out what it does there). However, what exactly is it? The reason I ask is that we have been having problems with shift on our servers for ages (and ages) and last night the clan leader decided to watch the CPU usage history on the server for 40 minutes. Sad bastard.

<http://www.renpower.com/ds2.jpg> shows a lot of spikes, and each time everyone on the server shifts matches each one of those spikes. Apparently on every spike the process par.exe CPU time jumps from 00 to 50ish (This is his words, I haven't had the time to sit there and watch it). We are currently trying to run without brenbot to see if the spikes bugger off but i was wondering if anyone knows why this might be happening?

Subject: Par.exe

Posted by [mac](#) on Mon, 23 Aug 2004 09:22:54 GMT

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PAR is a an application that packages perl program code into an executable. brenbot has been written in perl.

If the cpu spikes, it is actually brenbot which is taking more cpu for some reason. I have worked a bit on performance in 1.36. I dont know yet how well it well perform, but it should be significantly better than 1.35

Subject: Par.exe

Posted by [by_ruddles](#) on Mon, 23 Aug 2004 09:40:12 GMT

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Cheers for the reply. Im gonna have to try and figure out why the smeg brenbot needs a shag load of CPU time in spikes, as running without it is a pain in the arse, and it means my bot won't work either.

Subject: Par.exe

Posted by [by_ruddles](#) on Mon, 23 Aug 2004 15:52:04 GMT

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Out of interest, when is 1.36 out?

Subject: Par.exe

Posted by [snipesimo](#) on Mon, 23 Aug 2004 18:52:07 GMT

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When its done :rolleyes:

Subject: Par.exe

Posted by [by_ruddles](#) on Mon, 23 Aug 2004 18:55:06 GMT

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snipesimoWhen its done :rolleyes:

Gee, i'd come to expect more from the renegade community.

Oh no wait, I hadn't.

Subject: Par.exe

Posted by [Deltafox2004](#) on Tue, 24 Aug 2004 11:51:02 GMT

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I don't find it unreasonable to ask for a round about date for "BrenBot 1.36" Our both server are running in the dark at the moment with no way of communicating with the general public. Just to find out that the bot was our problem the whole time is ironic but true, as you can see by previous posts we have been putting the blame on our dedicated server settings. If there is anyone that can give us help regarding our problem, we would be grateful to hear your thoughts so we can try brining down the server spikes.

Subject: Par.exe

Posted by [snipesimo](#) on Tue, 24 Aug 2004 16:59:22 GMT

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The main reason is because its a one man show, and mac works on it when he can. If he could see into the future to see how much free time he will have each day, maybe he could tell you.

Subject: Par.exe

Posted by [Deltafox2004](#) on Tue, 24 Aug 2004 17:27:11 GMT

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This post was made for people to help us, not for your silly comments.
Kiddies trying to make a point lol - LOVE IT!
Thank god for the Button.

The post was for anyone to help, it was not pointed at mac, we know he made "brenbot" possible

and we appreciate it. Next!

Subject: Par.exe

Posted by [mac](#) on Wed, 25 Aug 2004 04:30:17 GMT

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I honestly don't know.

I'm currently working 12 hour shifts at work, and my free limited time is getting less and less. I am not motivated very much to work on my free weekend time at this point of time. 2 Weeks ago I was very motivated (or rather, frustrated, by a girl which bought me back to renegade) and I worked a bit on it, and handed out win32 test builds to zunnie.

I know a few things that I need to fix. I won't be adding any new features other than the stuff already in. There is just no time. Sorry guys.

The general rule is that 1.36 will be out with CP1, and CP1 is still a few weeks away, because are waiting for map fixes.

Subject: Par.exe

Posted by [by_ruddles](#) on Thu, 26 Aug 2004 17:35:06 GMT

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Cheers. I've managed to solve the lag issue. I used a process explorer to track what files were being opened and closed when the spikes were happening and it turns out it was the HTML log files that caused it.

So !set htmloutput off and the servers are running sweet as.

\o/
