
Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [Alkaline](#) on Mon, 17 Jan 2005 19:34:56 GMT

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I think the serves are under too much traffic and are becomin unresponsive... half the time u can connect other half you can't.

Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [mac](#) on Mon, 17 Jan 2005 20:14:27 GMT

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Not responding actually means full - not accepting any more connections.

Everything's under control. I can fix server rotation issue server side.. some day.

Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [Alkaline](#) on Tue, 18 Jan 2005 08:08:58 GMT

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well if its getting to the point where renguard is going to not let player in, thus not let them play...I can't say I will be in support of something like this...

Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [mac](#) on Tue, 18 Jan 2005 08:13:29 GMT

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There should be always a server that has room.

If there is none, it is usually fixed pretty soon since it gets noticed very quickly..

Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [Alkaline](#) on Tue, 18 Jan 2005 08:46:03 GMT

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right now the brenbot can't even log into renguard and it is taking up 99 cpu and eating memory like crazy

Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [mac](#) on Tue, 18 Jan 2005 08:52:38 GMT

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Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [Alkaline](#) on Tue, 25 Jan 2005 23:06:29 GMT

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that wasn't the reason,
this was jsut a ss renguard glitch that happened that day, even clients where having rg client lockup...

well it was rare and now its gone, so rock on.

Subject: renguard servers becoming unresponsive....too much traffic?

Posted by [zunnie](#) on Thu, 27 Jan 2005 02:39:56 GMT

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macNot responding actually means full - not accepting any more connections.

What he said...
