
Subject: LFDS memory usage
Posted by [bigburd88](#) on Sat, 09 Dec 2006 10:10:47 GMT
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I'm running the RH8.0 build of the LFDS on CentOS 4.3. While the server is running it appears to leak a lot of memory, consuming nearly all the memory on the system and making the entire box lag horribly.

I get the following line in top:

```
PID USER PR NI VIRT RES SHR S %CPU %MEM TIME+ COMMAND
20250 renegade 18 0 847m 776m 872 R 1.0 77.6 1:04.69 renegade_server
```

Is this normal? If not, what can I do to fix it?

Subject: Re: LFDS memory usage
Posted by [Stumpy](#) on Sat, 09 Dec 2006 10:28:59 GMT
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well it depends on Ram you have on your server
You shouldnt run a Server with less than 255(max. 18 player) mb ram.

Subject: Re: LFDS memory usage
Posted by [bigburd88](#) on Sat, 09 Dec 2006 10:37:53 GMT
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This box has 1 gig of RAM. Without the Renegade server running, 25% of it is normally used.

Subject: Re: LFDS memory usage
Posted by [Blazer](#) on Sat, 09 Dec 2006 10:48:39 GMT
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Are you using ssaow or any other server mods? It could be them causing the memory leak. Try reverting to a plain vanilla server for long enough to verify if that fixes the leak or not. If it is one of the mods causing the leak, the authors may be willing to track down the problem and fix it.

Subject: Re: LFDS memory usage
Posted by [bigburd88](#) on Sat, 09 Dec 2006 10:50:53 GMT
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No mods. This is a fresh install of the server and SSCP1.3+BRenBot.

Subject: Re: LFDS memory usage
Posted by [=HT=T-Bird](#) on Sat, 09 Dec 2006 12:20:25 GMT
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bigburd88 wrote on Sat, 09 December 2006 04:50No mods. This is a fresh install of the server and SSCP1.3+BRenBot.
It sounds like scripts.so is leaking memory (it is known to do that)...3.0 should plug some of the leaks, but nobody knows when it will show up

Subject: Re: LFDS memory usage
Posted by [bigburd88](#) on Sat, 09 Dec 2006 12:41:50 GMT
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Lovely. I guess I'll just wait around for a fix and keep the server offline, much to my brother's dismay.

My brother == srgmjrtcn. He asked a while back here about hosting a Renegade server on my box.

edit: Just for entertainment, here's a graph if the memory usage when I started the server earlier. That's a pretty impressive spike.

Subject: Re: LFDS memory usage
Posted by [Cat998](#) on Sat, 09 Dec 2006 17:00:40 GMT
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bigburd88 wrote on Sat, 09 December 2006 11:50No mods. This is a fresh install of the server and SSCP1.3+BRenBot.

And SSCP1.3 contains SSAOW, doesn't it ?
Try to run the FDS without SSCP1.3, and see if it still needs that much RAM.

Subject: Re: LFDS memory usage
Posted by [Blazer](#) on Sun, 10 Dec 2006 00:25:27 GMT
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Crimson just reported to me that her Win32 FDS does the exact same thing...she has to restart it every 3-4 days because its memory usage slowly but surely increases over time. She thought it was perhaps SSAOW causing it, but now that we know the LFDS does it as well, it could be an issue with scripts.dll. I will speak to jonwil about auditing the scripts.dll source to try and locate any possible memory leaks.

Subject: Re: LFDS memory usage

Posted by [=HT=T-Bird](#) on Sun, 10 Dec 2006 00:37:39 GMT

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Blazer wrote on Sat, 09 December 2006 18:25Crimson just reported to me that her Win32 FDS does the exact same thing...she has to restart it every 3-4 days because its memory usage slowly but surely increases over time. She thought it was perhaps SSAOW causing it, but now that we know the LFDS does it as well, it could be an issue with scripts.dll. I will speak to jonwil about auditing the scripts.dll source to try and locate any possible memory leaks.

Actually, in the case of the LFDS, we could try re-running Valgrind on it...StealthEye tried once, but the LFDS simply crashed trying to run under Valgrind

Subject: Re: LFDS memory usage

Posted by [Cat998](#) on Sun, 10 Dec 2006 01:21:27 GMT

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Blazer wrote on Sun, 10 December 2006 01:25Crimson just reported to me that her Win32 FDS does the exact same thing...she has to restart it every 3-4 days because its memory usage slowly but surely increases over time. She thought it was perhaps SSAOW causing it, but now that we know the LFDS does it as well, it could be an issue with scripts.dll. I will speak to jonwil about auditing the scripts.dll source to try and locate any possible memory leaks.

It could be ???

It's definatly scripts.dll/SSAOW, look into the sourcecode, it contains memory leaks like hell.

Subject: Re: LFDS memory usage

Posted by [jonwil](#) on Sun, 10 Dec 2006 01:51:13 GMT

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I ran valgrind on the LFDS with the current "WIP" of 3.0 and did a small test (start the server, join the game, wander around a bit, get shot by the GDI AGT on Under, leave the game, shut down the server) and didnt get any notable memory leaks.

I think in order to continue with this leak issue, firstly we need people who are having problems to try running 2.9.2 (or possibly 3.0 WIP) and not old versions (anyone running SSAOW need not apply, SSAOW is FULL of memory leaks, none of which appear when you run normal scripts.dll) and confirm whether the LFDS is still leaking memory like a sieve when run with the latest code. If it is still leaking enough memory to care about, then we can run it under valgrind with a longer real world test and examine the results (although the downside is that valgrind makes the SFPS drop way down so it would need to be a fast machine...)

Subject: Re: LFDS memory usage

Posted by [bigburd88](#) on Sun, 10 Dec 2006 02:17:50 GMT

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As noted by the graph above, I can say that I'm having those problems. I can help out by running some tests, anything to keep others from having the same problem in the future. I've got a second unmodified installation of just the FDS on my box that I can use for testing. Just tell me what I need to do.

Subject: Re: LFDS memory usage

Posted by [jonwil](#) on Sun, 10 Dec 2006 03:56:38 GMT

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Well firstly install Valgrind on the machine (if it is not already installed).

Second, set up a LFDS with the stock unmodified no SSAOW 2.9.2 LFDS scripts.so/bhs.so and confirm that it is leaking memory.

After you confirm that, go into the server folder and type

export LD_PRELOAD=./scripts-RH8.so (if on RH8) or export LD_PRELOAD=./scripts-RH73.so (if on RH73). Then do

```
valgrind --tool=memcheck --leak-check=yes --num-callers=10 --log-file=renegade <name of server binary>
```

It should then load the server and the custom scripts.dll and instrument it. Do whatever it is that you need to do to get it to leak memory and then exit the server (exit it properly with QUIT and dont force terminate it or ctrl-c or whatever that doesnt give it the proper chance to shut down)

Then once thats done, look for a file called renegade.pidnnnnn where nnnnn is some number and post it here or something, that will contain information on where it is leaking memory.

Subject: Re: LFDS memory usage

Posted by [bigburd88](#) on Sun, 10 Dec 2006 09:50:35 GMT

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On a fresh install and version 2.9.2 of scripts-RH8.so/bhs.so, the server leaks no memory. The usage tops out at 55M.

```
PID USER PR NI VIRT RES SHR S %CPU %MEM TIME+ COMMAND
13067 renegade 15 0 65464 55m 4460 S 0.0 5.6 0:01.50 renegade_server
```

Since the problem seems to be in the SSCP1.3+BRenBot addon, how can I get that one to work?

edit: Read "how can I get that one to work?" as "will it work if I copy the 2.9.2 version of scripts.so/bhs.so into its folder?". I'm a total newb at this software package.

Subject: Re: LFDS memory usage

Posted by [=HT=T-Bird](#) on Sun, 10 Dec 2006 12:17:33 GMT

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bigburd88 wrote on Sun, 10 December 2006 03:50 On a fresh install and version 2.9.2 of scripts-RH8.so/bhs.so, the server leaks no memory. The usage tops out at 55M.

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Since the problem seems to be in the SSCP1.3+BRenBot addon, how can I get that one to work?

edit: Read "how can I get that one to work?" as "will it work if I copy the 2.9.2 version of scripts.so/bhs.so into its folder?". I'm a total newb at this software package. Then, SSAOW is at fault. It needs a total, ground-up rewrite.

Subject: Re: LFDS memory usage

Posted by [jonwil](#) on Sun, 10 Dec 2006 13:22:48 GMT

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If you need the server side mods of SSAOW, you will have to wait for SSAOW to start using a more recent scripts.dll (such as 2.9.2 or more likely 3.0). And then you will have to wait for someone with the skills, time and interest to go through SSAOW and find and fix all the memory leaks.

If you dont need SSAOW, you can just copy the 2.9.2 so files over and it will work no problems.

Subject: Re: LFDS memory usage

Posted by [bigburd88](#) on Sun, 10 Dec 2006 15:52:42 GMT

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It looks like everything is working now, but it's probably the coat hanger holding the bumper on the car so I'm going to be pretty jumpy around the setup until I know it's stable. Thanks to everyone for the advice.

Now on getting XWISP to work... that's a different story. If anyone has had considerable success in getting it to work, I could use some pointers, but I won't go on because this thread will spiral off topic.
