Subject: Server.dat patch
Posted by PsuFan on Sat, 05 Feb 2011 16:08:25 GMT
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Is there a newer server.dat patch that stops the server from processing all the objects while no ones ingame? Its not noticeable on normal servers, but hosting RP2 sucks when the servers processing thousands of objects for no one to see.

Subject: Re: Server.dat patch
Posted by cAmpa on Sat, 05 Feb 2011 20:48:05 GMT
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RR fixed it too.

You can choose there:
Quote:
emptyTeamBehaviour = 'ignore';   // sets what will happen if one team runs out of players:
                          // 'default' - default Renegade behavior: the game is paused
                          // 'ignore'   - the game can be played as if there are players on both teams (choose this for co-op)
                          // 'interrupt' - the game will be interrupted (no damage allowed, but anything else can be done)

Subject: Re: Server.dat patch
Posted by Jerad2142 on Sun, 06 Feb 2011 19:24:45 GMT
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cAmpa wrote on Sat, 05 February 2011 13:48RR fixed it too.

You can choose there:
Quote:
emptyTeamBehaviour = 'ignore';   // sets what will happen if one team runs out of players:
                          // 'default' - default Renegade behavior: the game is paused
                          // 'ignore'   - the game can be played as if there are players on both teams (choose this for co-op)
                          // 'interrupt' - the game will be interrupted (no damage allowed, but anything else can be done)
Is this even after the no gameplay pending patch?

Subject: Re: Server.dat patch
Posted by PsuFan on Sun, 06 Feb 2011 19:56:08 GMT
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I was kinda looking for something with less overhead, I tried it, it killed me constantly and

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disconnected me from spamming private messages about picking up some powerup. Is there just a better server.dat out there?

Subject: Re: Server.dat patch
Posted by Lone0001 on Mon, 07 Feb 2011 04:57:34 GMT
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YaRR has this built into it or something similar to it, you could look at its source.

It paused the game when no one was in it, it also had commands that you could use to pause and start it again, !stop and !start I think.

Subject: Re: Server.dat patch
Posted by halo2pac on Mon, 07 Feb 2011 21:28:53 GMT
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I have seen this in Yarr's source, so I can confirm.

Subject: Re: Server.dat patch
Posted by jnz on Tue, 08 Feb 2011 17:04:40 GMT
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Backup 6 bytes at 3 addresses: 0x474CF0, 0x4616A0, 0x0472c95

To pause,

Write {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3} at 0x474CF0
Write {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3} at 0x4616A0
Write {0x90, 0x90, 0x90, 0x90, 0x90, 0x90} at 0x0472c95

To resume, just restore the backed up bytes.

If you are using the LuaPlugin, the following code should work:


```
function Pause_Game()
 Stop_Game_Tmp = MemoryRead(0x474CF0, 6)
 NoGameover_Tmp = MemoryRead(0x4616A0, 6)
 Pause_Tmp = MemoryRead(0x0472c95, 6)

 MemoryWrite(0x474CF0, {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3})
 MemoryWrite(0x4616A0, {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3})
```

```
   MemoryWrite(0x0472c95, {0x90, 0x90, 0x90, 0x90, 0x90, 0x90})
end

function Resume()
 if NoGameover_Tmp == nil or Stop_Game_Tmp == nil or Pause_Tmp == nil then
  return
 end
 MemoryWrite(0x474CF0, Stop_Game_Tmp)
 MemoryWrite(0x4616A0, NoGameover_Tmp)
 MemoryWrite(0x0472c95, Pause_Tmp)
end
```

Subject: Re: Server.dat patch
Posted by PsuFan on Wed, 09 Feb 2011 02:56:31 GMT
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lmao, Dan your amazing. I thought you died! I haven't seen you on msn in a month. lol.

I havent tried it yet, ill let you know how it goes.

Edit:

Doesnt work so well, players cant join when paused and server games over on resume. Know any ways to fix this? The main reason I need this is because the server uses 50-80% cpu when no one is in the server. It would help greatly if I could pause it effectively. Check out this pic on pause, looks extremely promising.

File Attachments
1) CPU.png, downloaded 738 times
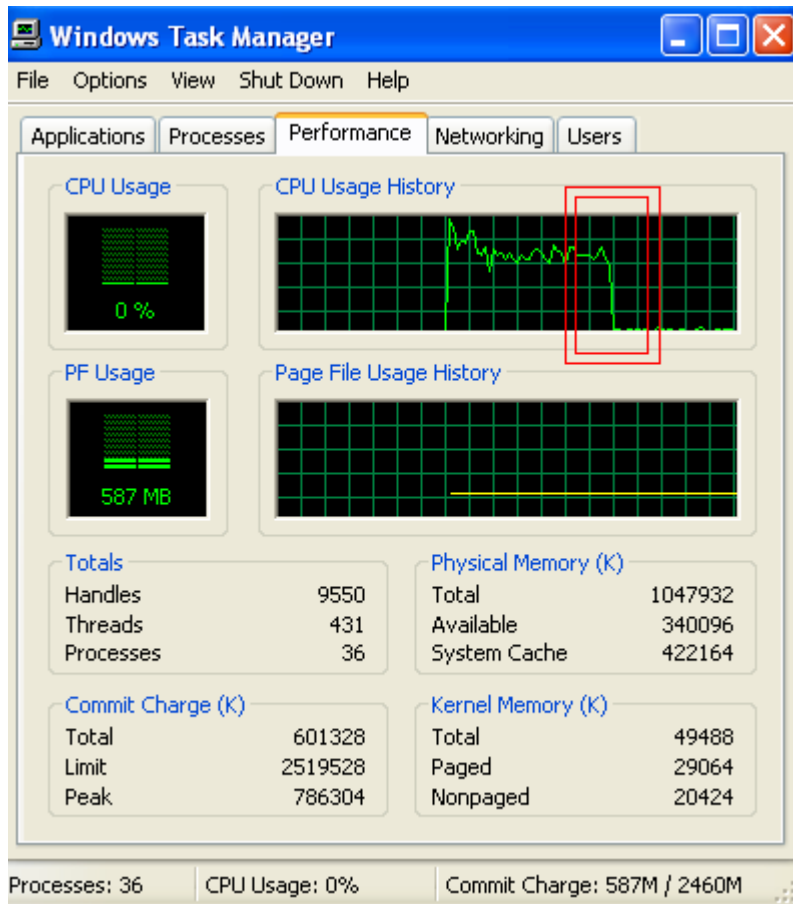
Subject: Re: Server.dat patch
Posted by snazy2000 on Wed, 09 Feb 2011 23:12:18 GMT
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Take a look at the PreJoin hook in YaRR. You could add the Resume Code in there. That should let players be able to join?? Maybe wrong but should work.

Subject: Re: Server.dat patch
Posted by jnz on Thu, 10 Feb 2011 07:09:32 GMT
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I had a feeling they wouldn't be able to join, the prejoin hook like snazy suggested may work if hacking it doesn't stop that working too. If not then maybe setting the SFPS really low when no one is in game?

Again, code:

function SetSFPS(newSFPS)

```
MemoryWrite(0x43BAB9, {1000/newSFPS})
MemoryWrite(0x43BAC0, {1000/newSFPS})
end
```

Oh, I don't have Lua code for a prejoin hook. It has to be done in C++.

Subject: Re: Server.dat patch
Posted by PsuFan on Thu, 10 Feb 2011 14:20:19 GMT
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A) The resume code ends game, there's no way I can load the game before they join.
B) Can I get YaRR link, it's hard to find any of dans code anymore with no site.

Subject: Re: Server.dat patch
Posted by snazy2000 on Thu, 10 Feb 2011 14:34:21 GMT
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http://d3.ninjah-gaming.co.uk/products/yarr/yarr-0.7.0-setup.zip

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Subject: Re: Server.dat patch
Posted by PsuFan on Fri, 11 Feb 2011 04:47:45 GMT
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I tried setting the SFPS, it works decent, not anywhere close to gameplay pending, only about 30% CPU reduction (edit), it still runs around 45+, but Ill take what I can get, Im going to fry this fan running 24/7.

I can only set the sfps to 10, anything lower prevents joins, console commands, and crashes clients.

I tried looking for the prejoin in yarr, lmao, doesnt look easy to replicated in luaplugin with my C++ skills.

Subject: Re: Server.dat patch
Posted by snazy2000 on Fri, 11 Feb 2011 17:08:04 GMT
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Try and convert your LUA to c++??

Subject: Re: Server.dat patch
Posted by Jerad2142 on Fri, 11 Feb 2011 17:43:37 GMT
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snazy2000 wrote on Fri, 11 February 2011 10:08Try and convert your LUA to c++??
LUA has the advantage of being able to be deployed into the game at run time, you don't have to exit the server and recompile to add new scripts.

Plus there are going to be people out there that find higher level languages easier to use.

Subject: Re: Server.dat patch
Posted by PsuFan on Fri, 11 Feb 2011 23:44:55 GMT
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snazy2000 wrote on Fri, 11 February 2011 12:08Try and convert your LUA to c++??

It would be easier to just copy the c++ prejoin to luaplugin c++ and call lua, if I knew how, rather than relearning c++ and converting thousands of lines of code. It's not worth it. That method won't work 100% anyway, the server won't be able to reload the game while the player is in the game channel pushing the star button to join the game. They will most likely need to rejoin or load the level twice. Maybe I need a client connector to start the server before joining.

Subject: Re: Server.dat patch
Posted by jnz on Sat, 12 Feb 2011 19:45:23 GMT
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As far as I can remember from testing the pause resume code, the game didn't end when it was paused an resumed when no one was in game. I should test it and maybe offer a potential fix. Can't make any promises though as I struggle to get on a computer for more than a couple of hours a week now. When this time last year is was 4 hours+ a day!

Subject: Re: Server.dat patch
Posted by abraham111 on Tue, 15 Feb 2011 08:51:06 GMT
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I am little bit disappointed that nothing is mentioned about a better server.dat patch. I am going to try the method mentioned by jnZ. But I am little bit skeptical about the code. I really wonder whether it will work. Anyway I have decided to give it a try. I will soon let everybody know how it went.

Subject: Re: Server.dat patch
Posted by PsuFan on Wed, 16 Feb 2011 01:38:44 GMT

I already gave the outcomes if you read above.