
Subject: TT Server issue

Posted by [Caveman](#) on Sun, 30 Oct 2011 11:28:06 GMT

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Hey,

It would seem that I am having problems with my TT server. Its not releasing RAM usage. After about 24 hours of uptime with gameplay usage and whatnot I had 300MB of RAM being used.

Just gameovering with nothing being done ingame causes the RAM usage to grow anywhere from 5-12MBs.

Subject: Re: TT Server issue

Posted by [StealthEye](#) on Sun, 30 Oct 2011 12:53:41 GMT

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I put this on the TODO list for further investigation. Thanks for reporting.

Since there are two recent reports, I'm guessing this is new in beta 2 and did not yet happen in beta 1?

Subject: Re: TT Server issue

Posted by [Caveman](#) on Sun, 30 Oct 2011 13:03:42 GMT

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Ok great if you need more information hit me up on MSN.

Subject: Re: TT Server issue

Posted by [StealthEye](#) on Sat, 05 Nov 2011 16:52:37 GMT

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I found the changeset that introduced this error and it's pending for jonwil to fix (since I don't know what he made that change for).

Subject: Re: TT Server issue

Posted by [Caveman](#) on Sat, 05 Nov 2011 18:15:46 GMT

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Awesome, thanks.

Subject: Re: TT Server issue

Posted by [jonwil](#) on Mon, 07 Nov 2011 01:00:28 GMT

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Stealtheye found the fix for this.

Subject: Re: TT Server issue

Posted by [Caveman](#) on Sun, 13 Nov 2011 19:27:51 GMT

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Can the fix for this be released ASAP. Currently my server is using 1.5GB's of ram...

Im gonna run outta ram before long.

Subject: Re: TT Server issue

Posted by [halo2pac](#) on Tue, 15 Nov 2011 05:03:28 GMT

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I has some ramz for you:

File Attachments

1) [IMG_2011022_020146_small.jpg](#), downloaded 625 times



Subject: Re: TT Server issue

Posted by [EvilWhiteDragon](#) on Tue, 15 Nov 2011 11:39:33 GMT

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To bad that it's not even sdr-ram.

Subject: Re: TT Server issue

Posted by [halo2pac](#) on Wed, 16 Nov 2011 01:24:34 GMT

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Its not even any type of dram.

Its 2-4kb SIMM sticks from the late 80's
