Subject: linux server lan mode mem-leak
Posted by Beus on Fri, 11 Apr 2003 10:34:13 GMT

hi all,

were trying to get Renegade working on our lan here, and want to use a linux dedicated server. But it has a huge mem leak in it .

I was hoping that, althought 1.37 was to be a final version, this mem leak can be fixed.

I've tested it on gentoo linux and redhat 8.0 and tried the Renegade_1037b_BETA_RH8-0.tar.gz & the renegade_server_1037b_RH8-0.gz

The meam leak occurs when the server is started. There don't have to be players playing on the server.

extra info which might help:
- Server running in lan mode. except for lan option and remote access settings server.ini has not been altered from defaults
- Not using any Mods
- DoMapsLoop=yes
- TimeLimitMinutes=40
- RadarMode=1
- IsAutoRestart=yes
- IsPassworded=yes
- IsQuickMatch=no
- IsLaddered=no
- RemixTeams=no
- CanRepairBuildings=yes
- DriverIsAlwaysGunner=no
- SpawnWeapons=no
- IsFriendlyFirePermitted=no
- IsTeamChangingAllowed=yes
- IsClanGame=no
- MaxPlayers = 16
- BaseDestructionEndsGame=yes
- BeaconPlacementEndsGame=no
- StartingCredits=0
- MapName=C&C_Islands.mix or MapName00=C&C_City_Flying.mix

replys from people who don't have this problem with the linux renegade problem are also welcome, this might help correcting an ill setting or narrowing down on the mem-leak error.

Beus.

Subject: linux server lan mode mem-leak
Posted by mac on Sat, 12 Apr 2003 10:26:17 GMT
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LAN mode was never really fully tested and operational on the LFDS - you might have a problem with LAN mode there.

However, just run it in Gamespy mode and connect to it with

renegade.exe +connect ip:4848 +pass <password>

That'll work on LAN mode too!

Subject: linux server lan mode mem-leak
Posted by Beus on Sun, 13 Apr 2003 12:26:03 GMT
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mac...
However, just run it in Gamespy mode and connect to it with

renegade.exe +connect ip:4848 +pass

That'll work on LAN mode too!

I've tried it, and i must say: "It runs like clockwork"
No mem leak at all when using this mode, compare that against about 2MB/min of mem leak in lan mode.

Thanks alot