
Subject: Re: GameServer out of memory

Posted by [dev](#) on Mon, 20 Mar 2006 13:31:52 GMT

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This output shows that you have configured too tight resource restrictions for your VPS.

the last column in /proc/user_beancounters output shows you which resource was experiencing shortage.

in your case it is kmemsize, privvmpages, tcprcvbuf.

you can increase these limits using:

```
# vzctl set <VPSID> --kmemsize barrier:limit --save
# vzctl set <VPSID> --privvmpages barrier:limit --save
# vzctl set <VPSID> --tcprcvbuf barrier:limit --save
```

in your case I would try to increase it, something like this:

```
vzctl set 111 --kmemsize 10000000:11000000 --tcprcvbuf 5242880:5842880 --save
```

Also, check whether you game server has parameter which allows to limit its memory desires. I found the following parameters for cod2:

Quote:

```
set com_hunkMega "96" // Amount of memory dedicated to server
```

```
set com_zoneMega "32" // File memory
```

here: <http://www.codboards.com/lofiversion/index.php/t8798.html>