EVEBot - Bug #2182

Broadcast function seems to cause higher than normal cpu usage and often freezes game clients.

2021-08-20 02:59 PM - Defectuous

Status:	New	
Priority:	Normal	
Assignee:		
Category:	Miscellaneous	
Target version:		
vbulletin_issue_id:		

Description

While using evebot(Mining), if you start them via broadcast, out of saying two one of the clients always seems to spike and sometimes freeze. The machine I was doing this on only runs miners and I only have two of them atm.

Now as part of my limited testing, if you start them by hand these same clients run just fine.

When using broadcast, one sits at 3-7% cpu while the second spikes to 30% and often freezes at this point.

I am out of two for the next few weeks so I will be unable to be of any real help in diagnosing the issue until then.