1. Server System Check

(1) check ulimit (ulimit -n) , this config need set to 65535

(2) check netwrok connect

(3) check socket quick connection

cmd check :

/sbin/sysctl -A | grep tcp\_tw

cmd execute :

echo 1 > /proc/sys/net/ipv4/tcp\_tw\_reuse

echo 1 > /proc/sys/net/ipv4/tcp\_tw\_recycle

/sbin/sysctl -q

2. Create format folder

3. Deploy packet (use publish script)

4. Cp config & script (gamesvr need to change the serverid)

5. Add new IP into script deploy

6. add server to test server group (this step is only for gamesvr)

(1) copy a config file of gamesvr.conf

(2) change the dbdns point to test server dbdns

(3) change the redis point to test server redis

(4) change the rpc address point to test servers

(5) try to login from test client and check the server logs