

Ryzom - Bug # 1116

Status:	Rejected	Priority:	High
Author:	Gulivert	Category:	OS: Mac
Created:	10/03/2010	Assignee:	kaetemi
Updated:	04/13/2012	Due date:	
Subject:	NLSOUND::ESoundDriverGenBuf		
Description			
<p>Here a new bug on the OSX platform. I login and choose my avatar, the loading work fine and when the game start, the crash appear with this error. I tried to play three times and always the same crash. My avatar is in a capital, I just leave the first Island, during my play in the Island I have never got a problem like that.</p> <pre>terminate called after throwing an instance of 'NLSOUND::ESoundDriverGenBuf' what(): Unable to generate sound buffers Abort trap</pre>			

History

#1 - 11/03/2010 11:00 am - kervala

- Status changed from New to Validated

I have this error too when appearing in Pyr :)

#2 - 05/26/2011 02:21 am - rti

related? <http://dev.ryzom.com/boards/18/topics/4901>

#3 - 05/31/2011 11:01 pm - rti

Btw, Gulivert, if you just want to play, you can disable the sound.

Put this into ~/Library/Application\ Support/Ryzom/client.cfg

```
SoundOn = 0;
```

#4 - 06/01/2011 11:49 am - rti

- Priority changed from Normal to High

#5 - 04/12/2012 08:10 pm - kaetemi

- Status changed from Validated to Assigned

- Assignee set to kaetemi

#6 - 04/12/2012 08:12 pm - kaetemi

- Status changed from Assigned to Rejected

The code path referenced in the attachment no longer exists in the new music implementation.

#7 - 04/13/2012 12:56 pm - kaetemi

This was caused by a very bad and unstable implementation of the music channel system in the OpenAL library driver.

Files

nlsound_crash.rtf	40.3 kB	10/03/2010	Gulivert
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