Ryzom - Bug # 1195

Status:	Closed	**Priority:**	High
Author:	molator	**Category:**	Services: General
Created:	11/16/2010	**Assignee:**	kervala
Updated:	01/08/2011	**Due date:**	
Subject:	EGS crashing on client exit (Windows)		
Description			

EGS is crashing on client exit on Windows since the last official patch.

It could be related to the strange fame value that Sfb noticed some time ago.

2010/11/16 17:10:36 INF a94 192.168.56.1/EGS-131 entities_game_service.cpp 1926 CPlayerService::onAiInstanceReady :
AI Instance 20 is up
2010/11/16 17:38:38 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME:
entity (0x0000000010:00:00:87) doesn't exist in fame owners containers!
2010/11/16 17:38:39 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME:
entity (0x0000000010:00:00:87) doesn't exist in fame owners containers!
2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME:
entity (0x0000000010:00:00:87) doesn't exist in fame owners containers!
2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME:
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2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the
positive capacity of signed char clamping at max value
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positive capacity of signed char clamping at max value
2010/11/16 17:39:01 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the
positive capacity of signed char clamping at max value
2010/11/16 17:39:01 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the
positive capacity of signed char clamping at max value
2010/11/16 17:39:02 INF a94 192.168.56.1/EGS-131 entity_callbacks.cpp 660 finalizeClientReady : Updating IS_NEWBIE flag

for character: (0x0000000010:00:00:87)

History

#1 - 11/16/2010 08:32 pm - kervala

It seems like this bug was always there. I didn't find any "600" in sheets or code or .cfg, so where is it defined ? :)

#2 - 11/16/2010 11:29 pm - molator

I searched, but didn't find it.

#3 - 11/18/2010 01:02 am - molator

Sfb found a way to remove those warnings but EGS still crashes.
As sm3 tested sometime ago, building the server with FINAL_VERSION checked stabilizes EGS.
It doesn't solve the issue but hides it.

#4 - 11/18/2010 09:25 am - kervala

This assert occurs in void CCharacter::setFameValuePlayer(uint32 factionIndex, sint32 playerFame, sint32 fameMax, uint16 fameTrend) from EGS.

FameAbsoluteMax is defined in entities_game_service_default.cfg and is set to 100000.

This code is used to compute the fame to display in some interfaces (fame / 100):

    sint8 percent = checkedCast<sint8>(float(playerFame)/FameAbsoluteMax*100)

becomes

    FameAbsoluteMax = 100000
    playerFame = 600000
    percent = 600 // assert

So we just need to check where is defined the 600000 for player fame :)

#5 - 11/18/2010 09:46 am - kervala

- *Category set to Services: General*
- *Status changed from New to Assigned*
- *Assignee set to kervala*
- *Priority changed from Normal to High*

Found it :)

In egs_variables.h line 22, there is a :

// This is the amount to multiply fame values by to get the internally stored values.

// We store the internal values at a higher multiple so we can have higher precision when

// adding or removing fame from a player.

#define kFameMultipler 6000

We could change this value to 1000 to fix the bug, but it would break the compatibility with official servers, so we need to put back the values / 600 in .cfg

#6 - 11/18/2010 09:54 am - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r1140.

#7 - 11/18/2010 09:54 am - kervala

- Target version set to Version 0.8.0

#8 - 11/18/2010 09:55 am - kervala

Please someone could retry with new .cfg ? Thanks :)

#9 - 01/08/2011 06:58 pm - kervala

- Status changed from Resolved to Closed