

## Ryzom - Bug # 1207

<b>Status:</b>	New	<b>Priority:</b>	High
<b>Author:</b>	ffmaniac	<b>Category:</b>	
<b>Created:</b>	12/02/2010	<b>Assignee:</b>	
<b>Updated:</b>	01/15/2011	<b>Due date:</b>	
<b>Subject:</b>	Take All button casusing game to crash		
<b>Description</b>	<p>I'm not sure if this is a problem your already aware of. Every time i press the take all button after i kill a creature my character cannot move and this error report displays. it dosent happen when i move each item by itself:</p> <p>A failed assertion occurs ProcName: 192.168.1.2/EGS-130 Date: 2010/12/02 09:51:51 File: ..\..\..\..\ryzom\server\src\entities_game_service\player_manager\character.cpp Line: 13645 FuncName: CCharacter::sendCloseTempInventoryImpulsion Reason: STOP</p> <p>-----</p> <p>Log with no filter:</p> <p>-----</p> <pre>2010/12/02 09:47:06 192.168.1.2/EGS-130 INF 16f4 unified_network.cpp 487 : HNETL5: can't connect to MFS-257 now (Socket error: Connection to 127.0.0.1:49980 (127.0.0.1) failed (10061: Connection refused, the server may be offline)) 2010/12/02 09:47:07 192.168.1.2/EGS-130 INF 16f4 unified_network.cpp 487 : HNETL5: can't connect to ShardUnifier-258 now (Socket error: Connection to 127.0.0.1:50505 (127.0.0.1) failed (10061: Connection refused, the server may be offline)) 2010/12/02 09:47:18 192.168.1.2/EGS-130 INF 16f4 unified_network.cpp 487 : HNETL5: can't connect to ShardUnifier-258 now (Socket error: Connection to 127.0.0.1:50505 (127.0.0.1) failed (10061: Connection refused, the server may be offline)) 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c dynamic_items.cpp 330 : All items loaded in 50014 ms 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c used_continent.cpp 60 : UsedContinent: using continent 'newbieland' with instance 20' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c used_continent.cpp 84 : Mapping logical continent 'matis_newbie' to physical continent 'matis' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c used_continent.cpp 84 : Mapping logical continent 'zorai_newbie' to physical continent 'zorai' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c used_continent.cpp 84 : Mapping logical continent 'terre' to physical continent 'terre_oubliee' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c used_continent.cpp 84 : Mapping logical continent 'sources' to physical continent 'sources_interdites' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c naming_client.cpp 137 : NC: Registration Broadcast of the service FS-135 ':51007 (192.168.1.2)' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c naming_client.cpp 137 : NC: Registration Broadcast of the service SBS-136 ':51008 (192.168.1.2)' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified_network.cpp 165 : HNETL5: + connec 'SRV 0507DAC8 (socket 1492)' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified_network.cpp 264 : HNETL5: + connect ident 'SRV 0507DAC8 (socket 1492)' AIS-134 pos 0 ext 0 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified_network.cpp 165 : HNETL5: + connec 'SRV 0507DDE0 (socket 344)' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified_network.cpp 264 : HNETL5: + connect ident 'SRV 0507DDE0 (socket 344)' FS-135 pos 0 ext 0 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified_network.cpp 165 : HNETL5: + connec 'SRV 0507DCD8 (socket 576)' 2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified_network.cpp 264 : HNETL5: + connect ident 'SRV 0507DCD8 (socket</pre>		

576)' SBS-136 pos 0 ext 0

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified\_network.cpp 1181 : HNETL5: reconnection to MFS-257 success

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c stat\_db.cpp 975 : SDB: initMFS: send 2659 bytes to MFS

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c unified\_network.cpp 1181 : HNETL5: reconnection to ShardUnifier-258 success

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c entities\_game\_service.cpp 1958 : Tick 152089 - Connection of the service (name IOS, Id 128)

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c entities\_game\_service.cpp 2016 : IOS connection, serviceId 128

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c entities\_game\_service.cpp 1958 : Tick 152089 - Connection of the service (name GPMS, Id 129)

2010/12/02 09:47:54 192.168.1.2/EGS-130 INF c5c eid\_translator.cpp 284 : EIT: Register Eld (0x0000000010:00:00:00) EntityName 'Crazyman(open)' Uld 1 UserName 'ffmaniac'

2010/12/02 09:47:56 192.168.1.2/EGS-130 INF c5c entities\_game\_service.cpp 1958 : Tick 152098 - Connection of the service (name AIS, Id 134)

2010/12/02 09:47:56 192.168.1.2/EGS-130 INF c5c egs\_mirror.cpp 195 : 0 target lists from previous session cleaned at connection of AIS-134 (0 cells)

2010/12/02 09:47:56 192.168.1.2/EGS-130 INF c5c entities\_game\_service.cpp 1958 : Tick 152098 - Connection of the service (name FS, Id 135)

2010/12/02 09:47:56 192.168.1.2/EGS-130 INF c5c entities\_game\_service.cpp 1926 : AI Instance 20 is up

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 25 : WEB: received cookie '0100007F|9FD5D001|00000001' from player 1

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 24 : Increased item vector size to 192 items (49152 bytes)

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 30 : <CCharacter::searchCreateRoleSheet> Selected sheet: fyros\_craftsman.starting\_role

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 30 : <CCharacter::searchCreateRoleSheet> Selected sheet: fyros\_harvester.starting\_role

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 30 : <CCharacter::searchCreateRoleSheet> Selected sheet: fyros\_magician.starting\_role

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 30 : <CCharacter::searchCreateRoleSheet> Selected sheet: fyros\_fighter.starting\_role

2010/12/02 09:48:38 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 31 : LOADED User '1' Character 'Crazyman(Open)' from BS stream file 'characters/001/account\_1\_0\_pdr.bin'

2010/12/02 09:48:47 192.168.1.2/EGS-130 INF c5c player\_manager.cpp 1231 : set active char 0 for player 1

2010/12/02 09:48:47 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 25 : Mapping UID 1 => Sid (0x0000000010:00:00:87)

2010/12/02 09:49:37 192.168.1.2/EGS-130 WRN c5c fame\_manager.cpp 1050 : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers!

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2010/12/02 09:49:37 192.168.1.2/EGS-130 INF c5c egs\_log\_filter.h 25 : Client ready (entity (0x0000000010:00:00:87) (Row 1) added to mirror)

2010/12/02 09:49:37 192.168.1.2/EGS-130 WRN c5c character.cpp 13015 : CCharacter:checkPhrases: remove phrase with index '4'(sheet '1177379(abcfac01.sphrase)'), because the brick with index '0' (sheet '292898(bcpa04.sbrick') is invalid.

2010/12/02 09:49:37 192.168.1.2/EGS-130 INF c5c entity\_callbacks.cpp 660 : Updating IS\_NEWBIE flag for character: (0x0000000010:00:00:87)

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2010/12/02 09:49:50 192.168.1.2/EGS-130 INF c5c phrase_manager.cpp 383 : New record in nb of processed entities ! 1
2010/12/02 09:49:50 192.168.1.2/EGS-130 INF c5c phrase_manager.cpp 383 : New record in nb of processed entities ! 2
2010/12/02 09:51:51 192.168.1.2/EGS-130 WRN c5c character.cpp 13645 : CCharacter::sendCloseTemplInventoryImpulsion is
recursing!
2010/12/02 09:51:51 192.168.1.2/EGS-130 AST c5c character.cpp 13645 : STOP
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## History

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### #1 - 12/02/2010 08:46 pm - ffmaniac

if there is more info you need about the system im running i'll post that. it seems this problem is soley code related though.

### #2 - 01/15/2011 12:39 pm - xingbarking

I am also very concerned about this issue and seek solutions