

Ryzom - Bug # 1257

Status:	New	Priority:	Normal
Author:	Krolock	Category:	Tools: Build Gamedata
Created:	03/16/2011	Assignee:	
Updated:	04/02/2012	Due date:	
Subject:	ZoneLighter - segfault when using more threads		
Description			
<p>During using the build gamedata pipeline, the tool zone_lighter builds the lighted zone files. On my computer i used 6 cores to compute the files. In majority of the cases, the lighted zones were built correctly. But sometimes the tool stops with the error "patchInfo.Lumels.size()==lumelCount". After some time of debugging, i found out, that there is an issue with the different threads. Setting the CPUmask manually to use only one core, everything is fine. If 6 cores are used, one thread has a NULL-pointer and causes this error.</p> <p>I'll look a little deeper in this issue. Perhaps this only happens if 6 or more cores are used.</p>			

History

#1 - 03/16/2011 12:22 pm - Krolock

I've set the CPUmask to 4 and 5 cores. No issue. This is only happening with 6 cores.

#2 - 03/16/2011 12:34 pm - dnk-88

- Target version changed from Version 0.7.0 to Version 0.9.0

#3 - 03/17/2011 08:23 pm - Naush

Confirmed, with 6 and 8 cores crash occurs , Using 7 cores program run normally.

#4 - 04/02/2012 07:32 am - Botanic

I can confirm still bugged -.-