

Ryzom - Bug # 1388

Status:	New	Priority:	High
Author:	dashila	Category:	OS: Mac
Created:	11/01/2011	Assignee:	sfb
Updated:	12/07/2011	Due date:	
Subject:	Can't load the game		
Description			
<p>I haven't been able to play the game yet, because my Mac won't load it. I made my character and I pushed the 'play'-button but then it won't get any further. It just loads forever and I can't get out of it, unless I restart my computer manually.</p> <p>This is what my computer tells me:</p> <p>Process: ryzom_client [485] Path: /Applications/Ryzom.app/Contents/MacOS/ryzom_client Identifier: com.winchgate.Ryzom Version: 1.12.1 (1.12.1) App Item ID: 427774253 App External ID: 3817927 Code Type: X86-64 (Native) Parent Process: launchd [107]</p> <p>Date/Time: 2011-10-28 16:46:08.449 +0200 OS Version: Mac OS X 10.6.8 (10K549) Report Version: 6</p> <p>Interval Since Last Report: 779952 sec Crashes Since Last Report: 11 Per-App Interval Since Last Report: 368 sec Per-App Crashes Since Last Report: 1 Anonymous UUID: 628EBE1F-0BCE-45B2-B9F8-19D09FD1C93A</p> <p>Exception Type: EXC_BAD_ACCESS (SIGSEGV) Exception Codes: KERN_INVALID_ADDRESS at 0xfffffffffffffb Crashed Thread: 0 Dispatch queue: com.apple.main-thread</p> <p>Thread 0 Crashed: Dispatch queue: com.apple.main-thread 0 com.winchgate.Ryzom 0x00000001000887d6 std::basic_string<unsigned short, std::char_traits<unsigned short>, std::allocator<unsigned short> >::basic_string(std::basic_string<unsigned short, std::char_traits<unsigned short>, std::allocator<unsigned short> > const&) + 38 1 com.winchgate.Ryzom 0x000000010073635f void luabind::detail::push_aux<ucstring, luabind::detail::default_policy>(lua_State*, ucstring&, luabind::detail::default_policy*) + 31 2 com.winchgate.Ryzom 0x00000001006fb284 ELuaExecuteError::~ELuaExecuteError() + 34084 3 com.winchgate.Ryzom 0x00000001006fb922 ELuaExecuteError::~ELuaExecuteError() + 35778 4 com.winchgate.Ryzom 0x00000001006f1281 std::vector<CInterfaceGroup*, std::allocator<CInterfaceGroup* > >::M_fill_insert(_gnu_cxx::normal_iterator<CInterfaceGroup**, std::vector<CInterfaceGroup*, std::allocator<CInterfaceGroup* > >, unsigned long, CInterfaceGroup* const&) + 12513 5 com.winchgate.Ryzom 0x0000000101424472 NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 992466 6 com.winchgate.Ryzom 0x00000001014248ae NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 993550 7 com.winchgate.Ryzom 0x000000010142d394 NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 1029108 8 com.winchgate.Ryzom 0x000000010142e9d7 NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 1034807</p>			

```

9 com.winchgate.Ryzom      0x000000010142490d NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 993645
10 com.winchgate.Ryzom     0x0000000101423fb7 NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 991255
11 com.winchgate.Ryzom     0x0000000101424030 NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 991376
12 com.winchgate.Ryzom     0x000000010141fa57 NLPACS::CQuadLeaf::serial(NLMISC::IStream&) + 973495
13 com.winchgate.Ryzom     0x00000001006f041e std::vector<CInterfaceGroup*, std::allocator<CInterfaceGroup*
>::_M_fill_insert(_gnu_cxx::__normal_iterator<CInterfaceGroup**, std::vector<CInterfaceGroup*, std::allocator<CInterfaceGroup*
> > >, unsigned long, CInterfaceGroup* const&) + 8830
14 com.winchgate.Ryzom     0x00000001006f068b std::vector<CInterfaceGroup*, std::allocator<CInterfaceGroup*
> >::_M_fill_insert(_gnu_cxx::__normal_iterator<CInterfaceGroup**, std::vector<CInterfaceGroup*, std::allocator<CInterfaceGroup*
> > >, unsigned long, CInterfaceGroup* const&) + 9451
15 com.winchgate.Ryzom     0x0000000100869a43 R2::CDisplayerVisualShape::getClassName() + 46355
16 com.winchgate.Ryzom     0x0000000100887e63 R2::CDisplayerVisualShape::getClassName() + 170291
17 com.winchgate.Ryzom     0x0000000100888468 R2::CDisplayerVisualShape::getClassName() + 171832
18 com.winchgate.Ryzom     0x00000001001fedff CXDeltaPatch::~~CXDeltaPatch() + 48671
19 com.winchgate.Ryzom     0x0000000100063efa std::_Rb_tree<std::string, std::pair<std::string const,
CClientConfig::SSysInfoParam>, std::_Select1st<std::pair<std::string const, CClientConfig::SSysInfoParam> >, std::less<std::string>,
std::allocator<std::pair<std::string const, CClientConfig::SSysInfoParam> >
>::_M_insert_unique(std::_Rb_tree_iterator<std::pair<std::string const, CClientConfig::SSysInfoParam> >, std::pair<std::string const,
CClientConfig::SSysInfoParam> const&) + 5914
20 com.winchgate.Ryzom     0x0000000100005854 0x100000000 + 22612

```

Thread 1:

```

0 libSystem.B.dylib       0x00007fff87490a6a _semwait_signal + 10
1 libSystem.B.dylib       0x00007fff874908f9 nanosleep + 148
2 com.winchgate.Ryzom     0x000000010096b38b std::vector<NLMISC::TCommandParams,
std::allocator<NLMISC::TCommandParams> >::_M_insert_aux(_gnu_cxx::__normal_iterator<NLMISC::TCommandParams*,
std::vector<NLMISC::TCommandParams, std::allocator<NLMISC::TCommandParams> > >, NLMISC::TCommandParams const&) +
5019
3 com.winchgate.Ryzom     0x00000001001ecff6 CLoginProgressTask::run() + 918
4 com.winchgate.Ryzom     0x00000001009c2b52 std::vector<NLMISC::CFixedSizeAllocator*,
std::allocator<NLMISC::CFixedSizeAllocator* > >::_M_fill_insert(_gnu_cxx::__normal_iterator<NLMISC::CFixedSizeAllocator**,
std::vector<NLMISC::CFixedSizeAllocator*, std::allocator<NLMISC::CFixedSizeAllocator* > > >, unsigned long,
NLMISC::CFixedSizeAllocator* const&) + 1810
5 libSystem.B.dylib       0x00007fff8748efd6 _pthread_start + 331
6 libSystem.B.dylib       0x00007fff8748ee89 thread_start + 13

```

Thread 2: Dispatch queue: com.apple.libdispatch-manager

```

0 libSystem.B.dylib       0x00007fff8746ec0a kevent + 10
1 libSystem.B.dylib       0x00007fff87470add _dispatch_mgr_invoke + 154
2 libSystem.B.dylib       0x00007fff874707b4 _dispatch_queue_invoke + 185
3 libSystem.B.dylib       0x00007fff874702de _dispatch_worker_thread2 + 252
4 libSystem.B.dylib       0x00007fff8746fc08 _pthread_wqthread + 353
5 libSystem.B.dylib       0x00007fff8746faa5 start_wqthread + 13

```

Thread 3:

```

0 com.winchgate.Ryzom     0x000000010096b38b std::vector<NLMISC::TCommandParams,
std::allocator<NLMISC::TCommandParams> >::_M_insert_aux(_gnu_cxx::__normal_iterator<NLMISC::TCommandParams*,
std::vector<NLMISC::TCommandParams, std::allocator<NLMISC::TCommandParams> > >, NLMISC::TCommandParams const&) +
5019
1 com.winchgate.Ryzom     0x000000010095eda7 NLMISC::ERegisteredClass::~~ERegisteredClass() + 919
2 com.winchgate.Ryzom     0x000000010013b37a std::vector<PVP_CLAN::CFactionWar,
std::allocator<PVP_CLAN::CFactionWar> >::_M_insert_aux(_gnu_cxx::__normal_iterator<PVP_CLAN::CFactionWar*,
std::vector<PVP_CLAN::CFactionWar, std::allocator<PVP_CLAN::CFactionWar> > >, PVP_CLAN::CFactionWar const&) + 1498

```

```

3 com.winchgate.Ryzom      0x000000010013fa95 std::vector<PVP_CLAN::CFactionWar,
std::allocator<PVP_CLAN::CFactionWar> >::_M_insert_aux(_gnu_cxx::__normal_iterator<PVP_CLAN::CFactionWar*,
std::vector<PVP_CLAN::CFactionWar, std::allocator<PVP_CLAN::CFactionWar> > >, PVP_CLAN::CFactionWar const&) + 19701
4 com.winchgate.Ryzom      0x000000010095ed28 NLMISC::ERegisteredClass::~~ERegisteredClass() + 792
5 com.winchgate.Ryzom      0x00000001009c2b52 std::vector<NLMISC::CFixedSizeAllocator*,
std::allocator<NLMISC::CFixedSizeAllocator* > >::_M_fill_insert(_gnu_cxx::__normal_iterator<NLMISC::CFixedSizeAllocator**,
std::vector<NLMISC::CFixedSizeAllocator*, std::allocator<NLMISC::CFixedSizeAllocator* > >, unsigned long,
NLMISC::CFixedSizeAllocator* const&) + 1810
6 libSystem.B.dylib        0x00007fff8748efd6 _pthread_start + 331
7 libSystem.B.dylib        0x00007fff8748ee89 thread_start + 13

```

Thread 4:

```

0 libSystem.B.dylib        0x00007fff87455dda semaphore_timedwait_signal_trap + 10
1 libSystem.B.dylib        0x00007fff87494772 _pthread_cond_wait + 1015
2 com.apple.audio.CoreAudio 0x00007fff890cc68c CAGuard::WaitFor(unsigned long long) + 168
3 com.apple.audio.CoreAudio 0x00007fff890cec1b CAGuard::WaitUntil(unsigned long long) + 185
4 com.apple.audio.CoreAudio 0x00007fff890ccd85 HP_IOThread::WorkLoop() + 1369
5 com.apple.audio.CoreAudio 0x00007fff890cc827 HP_IOThread::ThreadEntry(HP_IOThread*) + 9
6 com.apple.audio.CoreAudio 0x00007fff890cc755 CAPThread::Entry(CAPThread*) + 125
7 libSystem.B.dylib        0x00007fff8748efd6 _pthread_start + 331
8 libSystem.B.dylib        0x00007fff8748ee89 thread_start + 13

```

Thread 5:

```

0 libSystem.B.dylib        0x00007fff87490a6a _semwait_signal + 10
1 libSystem.B.dylib        0x00007fff874908f9 nanosleep + 148
2 com.winchgate.Ryzom      0x000000010096b38b std::vector<NLMISC::TCommandParams,
std::allocator<NLMISC::TCommandParams> >::_M_insert_aux(_gnu_cxx::__normal_iterator<NLMISC::TCommandParams*,
std::vector<NLMISC::TCommandParams, std::allocator<NLMISC::TCommandParams> > >, NLMISC::TCommandParams const&) +
5019
3 com.winchgate.Ryzom      0x000000010029309a std::_Rb_tree<std::string, std::pair<std::string const, CRosaceContext>,
std::_Select1st<std::pair<std::string const, CRosaceContext> >, std::less<std::string>, std::allocator<std::pair<std::string const,
CRosaceContext> > >::_M_erase(std::_Rb_tree_node<std::pair<std::string const, CRosaceContext> >) + 7642
4 com.winchgate.Ryzom      0x00000001009c2b52 std::vector<NLMISC::CFixedSizeAllocator,
std::allocator<NLMISC::CFixedSizeAllocator* > >::_M_fill_insert(_gnu_cxx::__normal_iterator<NLMISC::CFixedSizeAllocator**,
std::vector<NLMISC::CFixedSizeAllocator*, std::allocator<NLMISC::CFixedSizeAllocator* > >, unsigned long,
NLMISC::CFixedSizeAllocator* const&) + 1810
5 libSystem.B.dylib        0x00007fff8748efd6 _pthread_start + 331
6 libSystem.B.dylib        0x00007fff8748ee89 thread_start + 13

```

Thread 6:

```

0 libSystem.B.dylib        0x00007fff87490a6a _semwait_signal + 10
1 libSystem.B.dylib        0x00007fff874908f9 nanosleep + 148
2 com.winchgate.Ryzom      0x000000010096b38b std::vector<NLMISC::TCommandParams,
std::allocator<NLMISC::TCommandParams> >::_M_insert_aux(_gnu_cxx::__normal_iterator<NLMISC::TCommandParams*,
std::vector<NLMISC::TCommandParams, std::allocator<NLMISC::TCommandParams> > >, NLMISC::TCommandParams const&) +
5019
3 com.winchgate.Ryzom      0x000000010055d1cf CWebbigNotificationThread::run() + 31
4 com.winchgate.Ryzom      0x00000001009c2b52 std::vector<NLMISC::CFixedSizeAllocator*,
std::allocator<NLMISC::CFixedSizeAllocator* > >::_M_fill_insert(_gnu_cxx::__normal_iterator<NLMISC::CFixedSizeAllocator**,
std::vector<NLMISC::CFixedSizeAllocator*, std::allocator<NLMISC::CFixedSizeAllocator* > >, unsigned long,
NLMISC::CFixedSizeAllocator* const&) + 1810
5 libSystem.B.dylib        0x00007fff8748efd6 _pthread_start + 331
6 libSystem.B.dylib        0x00007fff8748ee89 thread_start + 13

```

Thread 7:

```
0 libSystem.B.dylib      0x00007fff87490a6a _semwait_signal + 10
1 libSystem.B.dylib      0x00007fff874908f9 nanosleep + 148
2 com.winchgate.Ryzom    0x000000010096b38b std::vector<NLMISC::TCommandParams,
std::allocator<NLMISC::TCommandParams> >::_M_insert_aux(_gnu_cxx::__normal_iterator<NLMISC::TCommandParams*,
std::vector<NLMISC::TCommandParams, std::allocator<NLMISC::TCommandParams> > >, NLMISC::TCommandParams const&) +
5019
3 com.winchgate.Ryzom    0x0000000100a010c2 NLMISC::AvailableHDSpaceClass::fromString(std::string const&, bool) +
6050
4 com.winchgate.Ryzom    0x00000001009c2b52 std::vector<NLMISC::CFixedSizeAllocator*,
std::allocator<NLMISC::CFixedSizeAllocator* > >::_M_fill_insert(_gnu_cxx::__normal_iterator<NLMISC::CFixedSizeAllocator**,
std::vector<NLMISC::CFixedSizeAllocator*, std::allocator<NLMISC::CFixedSizeAllocator* > >, unsigned long,
NLMISC::CFixedSizeAllocator* const&) + 1810
5 libSystem.B.dylib      0x00007fff8748efd6 _pthread_start + 331
6 libSystem.B.dylib      0x00007fff8748ee89 thread_start + 13
```

Thread 0 crashed with X86 Thread State (64-bit):

```
rax: 0x00007fff5bfe498  rbx: 0x0000000000000003  rcx: 0x00007fff70ecb650  rdx: 0x0000000000000000
rdi: 0x00007fff5bfe420  rsi: 0x00007fff5bfe470  rbp: 0x00007fff5bfe400  rsp: 0x00007fff5bfe3c0
r8: 0x0000000000000001  r9: 0x0000000145239170  r10: 0x00000001452278a0  r11: 0x0000000000000001
r12: 0x00007fff5bfe420  r13: 0x0000000000000004  r14: 0xffffffffffffeb  r15: 0x00007fff5bfe420
rip: 0x00000001000887d6  rfi: 0x0000000000010206  cr2: 0xfffffffffffffb
```

Binary Images:

```
0x100000000 - 0x101c5afef com.winchgate.Ryzom 1.12.1 (1.12.1) <D25DE134-069F-3942-A302-B0493780A17D>
/Applications/Ryzom.app/Contents/MacOS/ryzom_client
0x1023ca000 - 0x1023f2fff com.apple.audio.OpenAL 1.4 (1.4) <F34CAD75-3BBA-79CE-D227-A3351AE21146>
/System/Library/Frameworks/OpenAL.framework/Versions/A/OpenAL
0x11813c000 - 0x118140fff com.apple.audio.AudioIOPCPlugIn 1.1.6 (1.1.6) <917E3DC8-E34D-B130-F61F-50808466E674>
/System/Library/Extensions/AudioIOPC.kext/Contents/Resources/AudioIOPCPlugIn.bundle/Contents/MacOS/AudioIOPCPlugIn
0x118145000 - 0x11814bfff com.apple.audio.AppleHDAHALPlugIn 2.0.5 (2.0.5f14)
<C35BDA60-35FC-4BE7-B378-DCC73D99E2C9>
/System/Library/Extensions/AppleHDA.kext/Contents/PlugIns/AppleHDAHALPlugIn.bundle/Contents/MacOS/AppleHDAHALPlugIn
0x118d84000 - 0x118f17fe7 GLEngine ? (?) <53A8A7E8-4846-D236-F3D9-DA3F2AF686D8>
/System/Library/Frameworks/OpenGL.framework/Resources/GLEngine.bundle/GLEngine
0x118f48000 - 0x119fb9fe7 com.apple.driver.AppleIntelHDGraphicsGLDriver 1.6.36 (6.3.6)
<E69BB2E5-EA06-BA68-CB81-C1493787E8D8>
/System/Library/Extensions/AppleIntelHDGraphicsGLDriver.bundle/Contents/MacOS/AppleIntelHDGraphicsGLDriver
0x11a82a000 - 0x11a850fff GLRendererFloat ? (?) <490221DD-53D9-178E-3F31-3A4974D34DCD>
/System/Library/Frameworks/OpenGL.framework/Resources/GLRendererFloat.bundle/GLRendererFloat
0x11ea01000 - 0x11eaccfef com.apple.audio.units.Components 1.6.5 (1.6.5)
<98E3D066-C3A9-FF74-C623-D152708EDBCF> /System/Library/Components/CoreAudio.component/Contents/MacOS/CoreAudio
0x7fff5fc0000 - 0x7fff5fc3bdef dyld 132.1 (?) <DB8B8AB0-0C97-B51C-BE8B-B79895735A33> /usr/lib/dyld
0x7fff801a1000 - 0x7fff801aefe7 libCSync.A.dylib 545.0.0 (compatibility 64.0.0) <1C35FA50-9C70-48DC-9E8D-2054F7A266B1>
/System/Library/Frameworks/ApplicationServices.framework/Versions/A/Frameworks/CoreGraphics.framework/Versions/A/Resources/libCSync.A.dylib
0x7fff801af000 - 0x7fff801f9ff7 com.apple.Metadata 10.6.3 (507.15) <2EF19055-D7AE-4D77-E589-7B71B0BC1E59>
/System/Library/Frameworks/CoreServices.framework/Versions/A/Frameworks/Metadata.framework/Versions/A/Metadata
0x7fff801fa000 - 0x7fff803b8ff7 com.apple.ImageIO.framework 3.0.4 (3.0.4) <0A4F51A1-4502-767B-8A4E-F14C6214EF88>
/System/Library/Frameworks/ApplicationServices.framework/Versions/A/Frameworks/ImageIO.framework/Versions/A/ImageIO
0x7fff804e2000 - 0x7fff80529ff7 com.apple.coreui 2 (114) <31118426-355F-206A-65AB-CCA2D2D3EBD7>
/System/Library/PrivateFrameworks/CoreUI.framework/Versions/A/CoreUI
0x7fff8071f000 - 0x7fff807dcfff com.apple.CoreServices.OSServices 359.2 (359.2)
```

<BBB888E-18DE-5D09-3C3A-F4C029EC7886>
/System/Library/Frameworks/CoreServices.framework/Versions/A/Frameworks/OSServices.framework/Versions/A/OSServices
0x7fff807dd000 - 0x7fff811d7ff7 com.apple.AppKit 6.6.8 (1038.36) <4CFBE04C-8FB3-B0EA-8DDB-7E7D10E9D251>
/System/Library/Frameworks/AppKit.framework/Versions/C/AppKit
0x7fff811d8000 - 0x7fff811ddff7 com.apple.CommonPanels 1.2.4 (91) <8B088D78-E508-6622-E477-E34C22CF2F67>
/System/Library/Frameworks/Carbon.framework/Versions/A/Frameworks/CommonPanels.framework/Versions/A/CommonPanels
0x7fff811df000 - 0x7fff8122eff7 com.apple.DirectoryService.PasswordServerFramework 6.1 (6.1)
<066A477D-C16C-A6FD-718F-0CE8D39807DE>
/System/Library/PrivateFrameworks/PasswordServer.framework/Versions/A/PasswordServer
0x7fff8122f000 - 0x7fff81250fff libresolv.9.dylib 41.0.0 (compatibility 1.0.0) <9B7AEE96-D18E-5ECF-9837-BD5CFD397831>
/usr/lib/libresolv.9.dylib
0x7fff81251000 - 0x7fff81256fff libGIF.dylib ? (?) <201B8077-B5CC-11AA-E1B0-1D057ABE416A>
/System/Library/Frameworks/ApplicationServices.framework/Versions/A/Frameworks/ImageIO.framework/Versions/A/Resources/libGIF.dylib
F.dylib
0x7fff81263000 - 0x7fff812affff libauto.dylib ? (?) <328CCF97-091D-C529-E576-C78583445711> /usr/lib/libauto.dylib
0x7fff81369000 - 0x7fff81480fef libxml2.2.dylib 10.3.0 (compatibility 10.0.0) <EF023D83-F9E9-834E-64C1-B2E26151F63B>
/usr/lib/libxml2.2.dylib
0x7fff81511000 - 0x7fff8158fff7 com.apple.CoreText 151.10 (?) <54961997-55D8-DC0F-2634-674E452D5A8E>
/System/Library/Frameworks/ApplicationServices.framework/Versions/A/Frameworks/CoreText.framework/Versions/A/CoreText
0x7fff81731000 - 0x7fff81737ff7 com.apple.DiskArbitration 2.3.1 (2.3.1) <FD5CF2E6-E5FF-1E2A-37E0-304722DA15E1>
/System/Library/Frameworks/DiskArbitration.framework/Versions/A/DiskArbitration
0x7fff81799000 - 0x7fff8181eff7 com.apple.print.framework.PrintCore 6.3 (312.7)
<F00C561F-D38B-8785-5218-1A0C3BA61177>
/System/Library/Frameworks/ApplicationServices.framework/Versions/A/Frameworks/PrintCore.framework/Versions/A/PrintCore
0x7fff8181f000 - 0x7fff81820fff liblangid.dylib ? (?) <D0666597-B331-C43C-67BB-F2E754079A7A> /usr/lib/liblangid.dylib
0x7fff8182d000 - 0x7fff81852ff7 com.apple.CoreVideo 1.6.2 (45.6) <31802A1C-81BC-33F8-D5C8-39A793D4D926>
/System/Library/Frameworks/CoreVideo.framework/Versions/A/CoreVideo
0x7fff8189e000 - 0x7fff8193efff com.apple.LaunchServices 362.3 (362.3) <B90B7C31-FEF8-3C26-BFB3-D8A48BD2C0DA>
/System/Library/Frameworks/CoreServices.framework/Versions/A/Frameworks/LaunchServices.framework/Versions/A/LaunchServices
s
0x7fff8193f000 - 0x7fff81953fff libGL.dylib ? (?) <2ECE3B0F-39E1-3938-BF27-7205C6D0358B>
/System/Library/Frameworks/OpenGL.framework/Versions/A/Libraries/libGL.dylib
0x7fff821aa000 - 0x7fff821f2ff7 libvDSP.dylib 268.0.1 (compatibility 1.0.0) <98FC4457-F405-0262-00F7-56119CA107B6>
/System/Library/Frameworks/Accelerate.framework/Versions/A/Frameworks/vecLib.framework/Versions/A/libvDSP.dylib
0x7fff821f3000 - 0x7fff821f3ff7 com.apple.vecLib 3.6 (vecLib 3.6) <96FB6BAD-5568-C4E0-6FA7-02791A58B584>
/System/Library/Frameworks/vecLib.framework/Versions/A/vecLib
0x7fff821f4000 - 0x7fff821f7ff7 libCoreVMClient.dylib ? (?) <E03D7C81-A3DA-D44A-A88A-DDBB98AF910B>
/System/Library/Frameworks/OpenGL.framework/Versions/A/Libraries/libCoreVMClient.dylib
0x7fff821f8000 - 0x7fff821feff7 IOSurface ? (?) <27E523B3-6BE6-7D7D-5002-2A0E7ED2DB3D>
/System/Library/Frameworks/IOSurface.framework/Versions/A/IOSurface
0x7fff82224000 - 0x7fff825c1fe7 com.apple.QuartzCore 1.6.3 (227.37) <16DFF6CD-EA58-CE62-A1D7-5F6CE3D066DD>
/System/Library/Frameworks/QuartzCore.framework/Versions/A/QuartzCore
0x7fff8263d000 - 0x7fff82641ff7 libmathCommon.A.dylib 315.0.0 (compatibility 1.0.0)
<95718673-FEEE-B6ED-B127-BCDBDB60D4E5> /usr/lib/system/libmathCommon.A.dylib
0x7fff82823000 - 0x7fff82824ff7 com.apple.audio.units.AudioUnit 1.6.7 (1.6.7) <53299948-2554-0F8F-7501-04B34E49F6CF>
/System/Library/Frameworks/AudioUnit.framework/Versions/A/AudioUnit
0x7fff828aa000 - 0x7fff82ba8fff com.apple.HIToolbox 1.6.5 (?) <98FCEA0D-FA33-E859-B39C-2C1F59F9E22D>
/System/Library/Frameworks/Carbon.framework/Versions/A/Frameworks/HIToolbox.framework/Versions/A/HIToolbox
0x7fff82c01000 - 0x7fff82c04fff com.apple.help 1.3.2 (41.1) <BD1B0A22-1CB8-263E-FF85-5BBFDE3660B9>
/System/Library/Frameworks/Carbon.framework/Versions/A/Frameworks/Help.framework/Versions/A/Help
0x7fff82c05000 - 0x7fff82c13ff7 libkxld.dylib ? (?) <8145A534-95CC-9F3C-B78B-AC9898F38C6F> /usr/lib/system/libkxld.dylib
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```
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```

System Profile:

Model: MacBookPro8,1, BootROM MBP81.0047.B1E, 2 processors, Intel Core i5, 2.3 GHz, 4 GB, SMC 1.68f96
Graphics: Intel HD Graphics 3000, Intel HD Graphics 3000, Built-In, 384 MB
Memory Module: global_name
AirPort: spairport_wireless_card_type_airport_extreme (0x14E4, 0xD6), Broadcom BCM43xx 1.0 5.100.198.104.5)
Bluetooth: Version 2.4.5f3, 2 service, 12 devices, 1 incoming serial ports
Network Service: AirPort, AirPort, en1
Serial ATA Device: Hitachi HTS545032B9A302, 298,09 GB
Serial ATA Device: MATSHITADVD-R UJ-8A8
USB Device: FaceTime HD Camera (Built-in), 0x05ac (Apple Inc.), 0x8509, 0xfa200000 / 3
USB Device: Hub, 0x0424 (SMSC), 0x2513, 0xfa100000 / 2
USB Device: BRCM2070 Hub, 0x0a5c (Broadcom Corp.), 0x4500, 0xfa110000 / 5
USB Device: Bluetooth USB Host Controller, 0x05ac (Apple Inc.), 0x821a, 0xfa113000 / 8
USB Device: Apple Internal Keyboard / Trackpad, 0x05ac (Apple Inc.), 0x0246, 0xfa120000 / 4
USB Device: Hub, 0x0424 (SMSC), 0x2513, 0xfd100000 / 2
USB Device: IR Receiver, 0x05ac (Apple Inc.), 0x8242, 0xfd110000 / 3

I really wanna play this game, but what should I do?

History

#1 - 11/01/2011 04:50 pm - molator

Same issue ?

<http://dev.ryzom.com/issues/1296>

#2 - 11/01/2011 05:06 pm - dashila

Yes, I think so. But I'm still not exactly sure of what to do?

#3 - 12/07/2011 04:02 am - sfb

- Assignee set to sfb

- Target version set to Version 0.9.0

Dashila,

Wow! A month ago! I'm sorry it's taken so long for more input on your issue. Can you look at issue #1354? I think it may be related to your issue, just like #1296. Sywindt determined that disabling texture shaders resolved the problem. It seems suspiciously similar. To try the fix add this line to your client.cfg:

```
DisableTextureShdr = 1;
```

Please let me know if this helps!

#4 - 12/07/2011 04:05 am - drealz

Also make sure you have the latest .net frame work and the latest direct x installed that should do the trick.

#5 - 12/07/2011 10:58 am - kerval

- *Category changed from Client: General to OS: Mac*

drealz wrote:

| *Also make sure you have the latest .net frame work and the latest direct x installed that should do the trick.*

That's happening under Mac OS X :p

#6 - 12/07/2011 08:53 pm - drealz

@Kerval

aha thanks for that I didnt see it was mac

but from what I see now is that it is a mac book pro i5 processor and a lot of people are having this problem.

I wish I had access to one of those mac book pros I would be able to mess around with it.