

Ryzom - Bug # 1486

Status:	Resolved	Priority:	High
Author:	shackra	Category:	NeL: General
Created:	07/22/2012	Assignee:	kaetemi
Updated:	07/29/2012	Due date:	
Subject:	clustered_sound.cpp 202 update : CClusteredSound::update : no scene specified !		
Description			
<p>after login, I'm experienced a freeze state of ryzom_client. Checking with GDB I caught this:</p> <pre>(gdb) stepi postlogInit () at /build/src/shackra-ryzom-3222b96eed75/code/ryzom/client/src/init.cpp:1208 1208 /build/src/shackra-ryzom-3222b96eed75/code/ryzom/client/src/init.cpp: No existe el fichero o el directorio. (gdb) finish Run till exit from #0 postlogInit () at /build/src/shackra-ryzom-3222b96eed75/code/ryzom/client/src/init.cpp:1208 [New Thread 0x7f3db6711700 (LWP 4251)] [Thread 0x7f3db6711700 (LWP 4251) exited] [New Thread 0x7f3db6711700 (LWP 4252)] [New Thread 0x7f3db1f0f700 (LWP 4253)] [New Thread 0x7f3db170e700 (LWP 4254)]</pre> <p>Nothing happens after that, killall ryzom_client is needed in order to close the game.</p> <p>Checking the log.log file, the last line there is «clustered_sound.cpp 202 update : CClusteredSound::update : no scene specified !»</p> <p>This issue was reported too by the user Thaodan at http://dev.ryzom.com/boards/18/topics/6197?r=6212#message-6212 I think he used a different cmake options to build the game, however, here is the cmake options which I used to build and packaged the game https://projects.parabolagnulinux.org/abslibre.git/tree/pcr/ryzom-client/PKGBUILD?id=ffad4b6353348cf713d50662f7224ed916cadf44n33</p>			

History

#1 - 07/28/2012 09:16 pm - shackra

if the problem is fixed <http://dev.ryzom.com/boards/18/topics/6197?r=6236#message-6236> somebody should close this bug report :)

#2 - 07/28/2012 10:01 pm - kaetemi

- Category set to NeL: General
- Status changed from New to Resolved
- Assignee set to kaetemi

Issue fixed by making the game use more reliable timing functions.

#3 - 07/29/2012 09:04 am - kerval

Great job Kaetemi :)

#4 - 07/29/2012 09:04 am - kerval

- % Done changed from 0 to 100

Files

log.log	316.5 kB	07/22/2012	shackra
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