# Ryzom - Bug # 1490

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| **Status:** | Resolved | **Priority:** | Normal |
| **Author:** | sfb | **Category:** | Services: General |
| **Created:** | 09/12/2012 | **Assignee:** | sfb |
| **Updated:** | 09/12/2012 | **Due date:** | |
| **Subject:** | Created a named item when running the server in debug mode leads to a full stop. | | |

**Description**

When you issue a *createNamedItemInBag* command when your EGS is running in debug mode it encounters a full stop with the following logging:

> 2012/09/12 17:29:20 213.166.170.12/EGS-138 WRN b715a6d0 log_item_gen.cpp 1221 :
> /home/mattr/sandbox/ryzom/code/ryzom/server/src/entities_game_service/game_item_manager/game_item.cpp(1210) :
> Missing log context for log 'Item'
> 2012/09/12 17:29:20 213.166.170.12/EGS-138 AST b715a6d0 log_item_gen.cpp 1221 : STOP

It looks like this fires normally but when in debug mode the STOP macro hits DEBUG_STOP which actually halts the EGS. The issue is that the 'Item' types in *game_item.cpp* have no context declared in the source file or even defined in the *log_item_gen.h/cpp* files in *server_share*. I think the solution is to add this to the top of the *game_item.cpp* file:

> TLogNoContext_Item     noContext;

## History

**#1 - 09/12/2012 08:23 pm - sfb**

*- Description updated*

*- Category set to Services: General*

*- Assignee set to sfb*

*- Target version set to Version 0.9.0*

Added detailed description.

**#2 - 09/12/2012 09:30 pm - sfb**

*- Status changed from New to Resolved*

*- % Done changed from 0 to 100*

Applied in changeset commit:475d301bcc23.