Ryzom - Feature # 865

Status:	Closed	**Priority:**	Urgent
Author:	vl	**Category:**	OS: GNU/Linux
Created:	05/09/2010	**Assignee:**	vl
Updated:	07/28/2010	**Due date:**	
Subject:	Make the client runs on GNU/Linux		
Description			

Make the client runs on GNU/Linux

Currently, it compiles and dead lock after the character creation.

History

#1 - 05/10/2010 01:14 am - ratmice

- File deadlock.diff added

the attached patch seems to fix the deadlock i saw,

Its not documentationally correct e.g.

mutex.h:

/** * Classic mutex implementation (not necessarly fair) * Don't assume the mutex are recursive (ie don't call enter() several times

but the implementation uses:

mutex.cpp:

    // Fast mutex. Note: on Windows all mutexes are recursive

    pthread_mutexattr_settype(&attr, PTHREAD_MUTEX_RECURSIVE);

more info, the specific deadlock i'm seeing is because CTaskManager::run() locks _TaskQueue

and calls CTaskManager::changeTaskPriority() which locks _TaskQueue

I'm guessing that this is in case CTaskManager::changeTaskPriority() is called outside of run?

#2 - 05/10/2010 05:05 pm - vl

- Status changed from New to Assigned

- Assignee set to vl

- % Done changed from 0 to 100

#3 - 05/11/2010 10:56 am - vl

- Status changed from Assigned to Resolved

#4 - 05/18/2010 10:22 am - vl

- Target version set to Version 0.8.0

#5 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed

#6 - 07/28/2010 10:11 am - kervala

- Category changed from Client: General to OS: GNU/Linux

Files

deadlock.diff	5.6 kB	05/10/2010	ratmice