

Ryzom - Bug # 993

Status:	Closed	Priority:	High
Author:	incant	Category:	OS: GNU/Linux
Created:	06/22/2010	Assignee:	kervala
Updated:	07/28/2010	Due date:	

Subject: Floating Point Exception in NL3D::CDriverGL::getModes on Linux

Description

Built as per instructions linked from the wiki's side bar. Launched ryzom_client in ryzom_client_open directory.

Changeset: 383:532ebe743a92

Running Debian Lenny 5.0.1 Linux 2.6.26-2-486 #1 Tue Mar 9 17:10:34 UTC 2010 i686 GNU/Linux

Video card: Radeon HD 2600 with fglrx drivers

[New Thread 0xb2211b90 (LWP 11546)]

INF b2211b90 login.cpp 733 initLoginScreen <Unknown> : Using verbose log mode

INF b59a8a40 login.cpp 1894 execute <Unknown> : CAHInitResLod called

DBG b59a8a40 driver_opengl_window.cpp 1196 getModes <Unknown> : 3D: 37 available modes:

Program received signal SIGFPE, Arithmetic exception.

[Switching to Thread 0xb59a8a40 (LWP 11542)]

0xb4f5b402 in NL3D::CDriverGL::getModes (this=0xa14bf78, modes=@0xbfffd300) at

/home/philippe/ryzom/code/nel/src/3d/driver/opengl/driver_opengl_window.cpp:1203

1203 mode.Frequency = 1000 * ms[j]->dotclock / (ms[j]->htotal * ms[j]->vtotal);

Current language: auto; currently c++

(gdb) backtrace full

#0 0xb4f5b402 in NL3D::CDriverGL::getModes (this=0xa14bf78, modes=@0xbfffd300) at

/home/philippe/ryzom/code/nel/src/3d/driver/opengl/driver_opengl_window.cpp:1203

mode = {OffScreen = false, Windowed = false, Width = 3840, Height = 1080, Depth = 0 '\0', Frequency = 0, AntiAlias = -1

'\0'}

j = 0

nmodes = 37

ms = (<anonymous struct> **) 0xaa7b050

ok = 1

__FUNCTION__ = "getModes"

#1 0xb6c5ce82 in NL3D::CDriverUser::getModes (this=0x9fe8d28, modes=@0x8b9b21c) at

/home/philippe/ryzom/code/nel/src/3d/driver_user.cpp:299

vTmp = {<std::_Vector_base<NL3D::GfxMode, std::allocator<NL3D::GfxMode>>> = {_M_impl =
{<std::allocator<NL3D::GfxMode>> = {<__gnu_cxx::new_allocator<NL3D::GfxMode>> = {<No data fields>}, <No data fields>},
_M_start = 0x0, _M_finish = 0x0, _M_end_of_storage = 0x0}}, <No data fields>}

res = 183

#2 0x083017ae in CAHInitResLod::execute ()

No locals.

#3 0x086dd0ca in CInterfaceManager::runActionHandler ()

No locals.

#4 0x089f2695 in CInterfaceGroup::setActive ()

No locals.

#5 0x088eb6d4 in affect ()

No locals.

#6 0x088ece23 in CInterfaceLink::update ()

No locals.

#7 0x088ed1c9 in CInterfaceLink::updateTrigeredLinks ()

No locals.

```
#8 0x083e035c in CCDBNodeBranch::flushObserversCalls ()
No locals.
#9 0x082ea66d in loginMainLoop ()
No locals.
#10 0x082f1eee in login ()
No locals.
#11 0x082b1fb5 in main ()
No locals.
```

The offending portion is probably the division. Looks like it:

```
(gdb) p ms[j][0]
```

```
$4 = {dotclock = 0, hdisplay = 3840, hsyncstart = 0, hsyncend = 0, htotal = 0, hskew = 0, vdisplay = 1080, vsyncstart = 0, vsyncend = 0, vttotal = 0, flags = 0, privsize = 0, c_private = 0x0}
```

My knowledge of anything else stops here. What's happening? Why are these values zero?

History

#1 - 06/22/2010 07:05 am - kerval

Maybe because your 2 screens have different frequencies ?

#2 - 06/22/2010 08:13 am - kerval

- Status changed from New to Assigned
- Assignee set to kerval
- Priority changed from Normal to High
- Target version set to Version 0.8.0

Thanks a lot for your detailed report :)

#3 - 06/22/2010 08:14 am - kerval

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r395.

#4 - 06/23/2010 12:55 am - incant

You made a typo. :-)

```
s/pixelCount/pixelsCount/
```

#5 - 06/23/2010 08:58 am - kerval

Argh sorry :(Thanks again for reporting :)

#6 - 06/23/2010 09:00 am - kerval

Applied in changeset r397.

#7 - 07/13/2010 09:53 am - kerval

- *Status changed from Resolved to Closed*

#8 - 07/28/2010 10:12 am - kerval

- *Category changed from NeL: General to OS: GNU/Linux*