

Ryzom - Bug # 1003

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|--------------------|--|------------------|---------|
| Status: | Closed | Priority: | Normal |
| Author: | rti | Category: | OS: Mac |
| Created: | 07/05/2010 | Assignee: | vl |
| Updated: | 01/08/2011 | Due date: | |
| Subject: | Amount of FDs too low | | |
| Description | When executing ryzom core client from Terminal.app, the number of FDs is limited to 256 which is not enough to let ryzom open all it's bnps. | | |

History

#1 - 07/05/2010 05:05 pm - rti

<http://discussions.apple.com/thread.jspx?messageID=11839845>

<http://stackoverflow.com/questions/3166783/how-to-increase-the-limit-of-maximum-open-files-in-c-on-mac-os-x>

#2 - 12/12/2010 02:38 am - rti

- Status changed from New to Resolved

- Target version changed from Version 0.9.0 to Version 0.8.0

Works fine using from Terminal.app or clicking the app bundle.

The code ace added long time ago fixed this :)

client.cpp:387

```
#ifdef NL_OS_MAC
    struct rlimit rlp, rlp2, rlp3;

    getrlimit(RLIMIT_NOFILE, &rlp);

    rlp2.rlim_cur = 1024;
    rlp2.rlim_max = rlp.rlim_max;
    setrlimit(RLIMIT_NOFILE, &rlp2);

    getrlimit(RLIMIT_NOFILE, &rlp3);
    nlnfo("rlimit before %d %d\n", rlp.rlim_cur, rlp.rlim_max);
    nlnfo("rlimit after %d %d\n", rlp3.rlim_cur, rlp3.rlim_max);
#endif
```

#3 - 12/12/2010 10:46 am - kervala

- Assignee set to vl

- % Done changed from 0 to 100

#4 - 01/08/2011 06:40 pm - rti

- Status changed from Resolved to Closed