

## Ryzom - Bug # 1151

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	Tools: General
<b>Created:</b>	10/31/2010	<b>Assignee:</b>	rti
<b>Updated:</b>	01/08/2011	<b>Due date:</b>	
<b>Subject:</b>	OVQT !_Pumping assert when entering settings dialog		
<b>Description</b>	<p>Does not happen every time. Log and backtrace created on Mac. Aquiles mentioned that it happens on windows too sometimes.</p> <pre>(gdb) r The program being debugged has been started already. Start it from the beginning? (y or n) y Starting program: /Applications/object_viewer_qt.app/Contents/MacOS/object_viewer_qt Reading symbols for shared libraries .. done INF 706f4c20 main.cpp 79 main &lt;Unknown&gt; : Welcome to NeL! Reading symbols for shared libraries . done DBG 706f4c20 configuration.cpp 48 init &lt;Unknown&gt; : CConfiguration::init DBG 706f4c20 config_file.cpp 392 reparse &lt;Unknown&gt; : CF: Adding config file '/Users/rti/Development/ryzom/code/nel/tools/3d/object_viewer_qt/data/object_viewer.cfg' in the config file INF 706f4c20 config_file.cpp 467 reparse &lt;Unknown&gt; : CF: RootConfigFilename variable found in the '/Users/rti/Development/ryzom/code/nel/tools/3d/object_viewer_qt/data/object_viewer.cfg' config file, parse the root config file '/Users/rti/Development/ryzom/code/nel/tools/3d/object_viewer_qt/data/object_vie DBG 706f4c20 config_file.cpp 392 reparse &lt;Unknown&gt; : CF: Adding config file '/Users/rti/Development/ryzom/code/nel/tools/3d/object_viewer_qt/data/object_viewer_default.cfg' in the config file DBG 706f4c20 main_window.cpp 61 CMainWindow &lt;Unknown&gt; : CMainWindow::CMainWindow: INF 706f4c20 path.cpp 934 addSearchPath &lt;Unknown&gt; : PATH: CPath::addSearchPath(/mnt/disk_d/NEL3D/texture, recursive, not alternative): '/mnt/disk_d/NEL3D/texture' is not a directory, I'll call addSearchFile() WRN 706f4c20 path.cpp 1075 addSearchFile &lt;Unknown&gt; : PATH: CPath::addSearchFile(/mnt/disk_d/NEL3D/texture, 0, "): '/mnt/disk_d/NEL3D/texture' is not found, skip it (current dir is '/Users/rti/Development/ryzom/code/nel/tools/3d/object_viewer_qt/data' INF 706f4c20 path.cpp 934 addSearchPath &lt;Unknown&gt; : PATH: CPath::addSearchPath(/mnt/disk_d/NEL3D/SFX/maps, recursive, not alternative): '/mnt/disk_d/NEL3D/SFX/maps' is not a directory, I'll call addSearchFile() WRN 706f4c20 path.cpp 1075 addSearchFile &lt;Unknown&gt; : PATH: CPath::addSearchFile(/mnt/disk_d/NEL3D/SFX/maps, 0, "): '/mnt/disk_d/NEL3D/SFX/maps' is not found, skip it (current dir is '/Users/rti/Development/ryzom/code/nel/tools/3d/object_viewer_qt/data' INF 706f4c20 path.cpp 934 addSearchPath &lt;Unknown&gt; : PATH: CPath::addSearchPath(/mnt/disk_d/NEL3D/Database_proto/Stuff/fyros/agent/actors/_textures, recursive, not alternative): '/mnt/disk_d/NEL3D/Database_proto/Stuff/fyros/agent/actors/_textures' is not a directory, I'll call addSearchFile() WRN 706f4c20 path.cpp 1075 addSearchFile &lt;Unknown&gt; : PATH: CPath::addSearchFile(/mnt/disk_d/NEL3D/Database_proto/Stuff/fyros/agent/actors/_textures, 0, "): '/mnt/disk_d/NEL3D/Database_proto/Stuff/fyros/agent/actors/_textures' is not found, skip it (current dir is '/Users/rti/Development/ryzom/code/nel/too DBG 706f4c20 graphics_viewport.cpp 61 init &lt;Unknown&gt; : CGraphicsViewport::init DBG 706f4c20 object_viewer.cpp 72 init &lt;Unknown&gt; : CObjectViewert::init DBG 706f4c20 dynloadlib.cpp 203 loadLibrary &lt;Unknown&gt; : Loading dynamic library '/usr/local/lib/nel/libnel_drv_opengl.so' Reading symbols for shared libraries + done INF 706f4c20 dru.cpp 93 createGLDriver &lt;Unknown&gt; : Using the library 'nel_drv_opengl' that is in the directory: '/usr/local/lib/nel/libnel_drv_opengl.so' 2010-10-31 21:05:09.296 object_viewer_qt[46454:a0b] _createMenuRef called with existing principal MenuRef already</pre>		

associated with menu

Reading symbols for shared libraries + done

Reading symbols for shared libraries + done

Reading symbols for shared libraries + done

DBG 706f4c20 driver\_opengl\_extension.cpp 1233 registerGLExtensions <Unknown> : 3D: Available OpenGL Extensions:

3D: GL\_ARB\_transpose\_matrix GL\_ARB\_vertex\_program GL\_ARB\_vertex\_blend GL\_ARB\_window\_pos

GL\_ARB\_shader\_objects

3D: GL\_ARB\_vertex\_shader GL\_ARB\_shading\_language\_100 GL\_EXT\_multi\_draw\_arrays GL\_EXT\_clip\_volume\_hint

GL\_EXT\_rescale\_normal

3D: GL\_EXT\_draw\_range\_elements GL\_EXT\_fog\_coord GL\_EXT\_gpu\_program\_parameters GL\_EXT\_geometry\_shader4

GL\_EXT\_transform\_feedback

3D: GL\_APPLE\_client\_storage GL\_APPLE\_specular\_vector GL\_APPLE\_transform\_hint GL\_APPLE\_packed\_pixels

GL\_APPLE\_fence

3D: GL\_APPLE\_vertex\_array\_object GL\_APPLE\_vertex\_program\_evaluators GL\_APPLE\_element\_array

GL\_APPLE\_flush\_render GL\_APPLE\_aux\_depth\_stencil

3D: GL\_NV\_texgen\_reflection GL\_NV\_light\_max\_exponent GL\_IBM\_rasterpos\_clip GL\_SGIS\_generate\_mipmap

GL\_ARB\_imaging

3D: GL\_ARB\_point\_parameters GL\_ARB\_texture\_env\_crossbar GL\_ARB\_texture\_border\_clamp GL\_ARB\_multitexture

GL\_ARB\_texture\_env\_add

3D: GL\_ARB\_texture\_cube\_map GL\_ARB\_texture\_env\_dot3 GL\_ARB\_multisample GL\_ARB\_texture\_env\_combine

GL\_ARB\_texture\_compression

3D: GL\_ARB\_texture\_mirrored\_repeat GL\_ARB\_shadow GL\_ARB\_depth\_texture GL\_ARB\_fragment\_program

GL\_ARB\_fragment\_program\_shadow

3D: GL\_ARB\_fragment\_shader GL\_ARB\_occlusion\_query GL\_ARB\_point\_sprite GL\_ARB\_texture\_non\_power\_of\_two

GL\_ARB\_vertex\_buffer\_object

3D: GL\_ARB\_pixel\_buffer\_object GL\_ARB\_draw\_buffers GL\_ARB\_shader\_texture\_lod GL\_ARB\_color\_buffer\_float

GL\_ARB\_half\_float\_vertex

3D: GL\_ARB\_texture\_rg GL\_ARB\_texture\_compression\_rgtc GL\_ARB\_framebuffer\_object GL\_EXT\_compiled\_vertex\_array

GL\_EXT\_draw\_buffers2

3D: GL\_EXT\_framebuffer\_object GL\_EXT\_framebuffer\_blit GL\_EXT\_framebuffer\_multisample GL\_EXT\_texture\_rectangle

GL\_ARB\_texture\_rectangle

3D: GL\_EXT\_texture\_env\_add GL\_EXT\_blend\_color GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract

GL\_EXT\_texture\_lod\_bias

3D: GL\_EXT\_abgr GL\_EXT\_bgra GL\_EXT\_stencil\_wrap GL\_EXT\_texture\_filter\_anisotropic GL\_EXT\_secondary\_color

3D: GL\_EXT\_blend\_func\_separate GL\_EXT\_shadow\_funcs GL\_EXT\_stencil\_two\_side GL\_EXT\_depth\_bounds\_test

GL\_EXT\_texture\_compression\_s3tc

3D: GL\_EXT\_texture\_compression\_dxt1 GL\_EXT\_texture\_sRGB GL\_EXT\_blend\_equation\_separate

GL\_EXT\_texture\_mirror\_clamp GL\_EXT\_packed\_depth\_stencil

3D: GL\_EXT\_bindable\_uniform GL\_EXT\_texture\_integer GL\_EXT\_gpu\_shader4 GL\_EXT\_framebuffer\_sRGB

GL\_EXT\_provoking\_vertex

3D: GL\_APPLE\_flush\_buffer\_range GL\_APPLE\_ycbcr\_422 GL\_APPLE\_rgb\_422 GL\_APPLE\_vertex\_array\_range

GL\_APPLE\_texture\_range

3D: GL\_APPLE\_float\_pixels GL\_ATI\_texture\_float GL\_ARB\_texture\_float GL\_ARB\_half\_float\_pixel

GL\_APPLE\_pixel\_buffer

3D: GL\_APPLE\_object\_purgeable GL\_NV\_point\_sprite GL\_NV\_blend\_square GL\_NV\_fog\_distance GL\_NV\_depth\_clamp

3D: GL\_NV\_multisample\_filter\_hint GL\_NV\_fragment\_program\_option GL\_NV\_fragment\_program2

GL\_NV\_vertex\_program2\_option GL\_NV\_vertex\_program3

3D: GL\_NV\_conditional\_render GL\_ATI\_texture\_mirror\_once GL\_ATI\_texture\_env\_combine3 GL\_ATI\_separate\_stencil

GL\_SGIS\_texture\_edge\_clamp

3D: GL\_SGIS\_texture\_lod GL\_EXT\_texture\_array GL\_EXT\_vertex\_array\_bgra GL\_ARB\_instanced\_arrays

GL\_ARB\_depth\_buffer\_float

3D: GL\_EXT\_packed\_float GL\_EXT\_texture\_shared\_exponent

DBG 706f4c20 driver\_opengl\_extension.cpp 482 setupARBMultiTexture <Unknown> : 3D: OpenGL Extension

'GL\_ARB\_multitexture' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 537 setupARBTextureCompression <Unknown> : 3D: OpenGL Extension  
'GL\_ARB\_texture\_compression' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 555 setupARBTextureNonPowerOfTwo <Unknown> : 3D: OpenGL Extension  
'GL\_ARB\_texture\_non\_power\_of\_two' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 601 setupEXTTextureCompressionS3TC <Unknown> : 3D: OpenGL Extension  
'GL\_EXT\_texture\_compression\_s3tc' found  
WRN 706f4c20 driver\_opengl\_extension.cpp 610 setupEXTVertexWeighting <Unknown> : 3D: OpenGL extension  
'GL\_EXT\_vertex\_weighting' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 624 setupEXTSeparateSpecularColor <Unknown> : 3D: OpenGL extension  
'GL\_EXT\_separate\_specular\_color' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 633 setupNVTextureEnvCombine4 <Unknown> : 3D: OpenGL extension  
'GL\_NV\_texture\_env\_combine4' was not found  
DBG 706f4c20 driver\_opengl\_extension.cpp 685 setupARBTextureCubeMap <Unknown> : 3D: OpenGL Extension  
'GL\_ARB\_texture\_cube\_map' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 702 setupNVVertexProgram <Unknown> : 3D: OpenGL Extension  
'GL\_NV\_vertex\_program' found  
WRN 706f4c20 driver\_opengl\_extension.cpp 703 setupNVVertexProgram <Unknown> : 3D:  
GetProcAddress("glAreProgramsResidentNV") returns NULL  
WRN 706f4c20 driver\_opengl\_extension.cpp 774 setupEXTVertexShader <Unknown> : 3D: OpenGL extension  
'GL\_EXT\_vertex\_shader' was not found  
DBG 706f4c20 driver\_opengl\_extension.cpp 1077 setupARBVertexProgram <Unknown> : 3D: OpenGL Extension  
'GL\_ARB\_vertex\_program' found  
WRN 706f4c20 driver\_opengl\_extension.cpp 915 setupNVTextureShader <Unknown> : 3D: OpenGL extension  
'GL\_NV\_texture\_shader' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 666 setupATIEnvMapBumpMap <Unknown> : 3D: OpenGL extension  
'GL\_ATI\_envmap\_bumpmap' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 990 setupATIFragmentShader <Unknown> : 3D: OpenGL extension  
'GL\_ATI\_fragment\_shader' was not found  
DBG 706f4c20 driver\_opengl\_extension.cpp 1027 setupARBFragmentProgram <Unknown> : 3D: OpenGL Extension  
'GL\_ARB\_fragment\_program' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 848 setupEXTSecondaryColor <Unknown> : 3D: OpenGL Extension  
'GL\_EXT\_secondary\_color' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 924 setupEXTBlendColor <Unknown> : 3D: OpenGL Extension  
'GL\_EXT\_blend\_color' found  
WRN 706f4c20 driver\_opengl\_extension.cpp 934 setupNVVertexArrayRange2 <Unknown> : 3D: OpenGL extension  
'GL\_NV\_vertex\_array\_range2' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 1149 setupNVOcclusionQuery <Unknown> : 3D: OpenGL extension  
'GL\_NV\_occlusion\_query' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 1167 setupNVTextureRectangle <Unknown> : 3D: OpenGL extension  
'GL\_NV\_texture\_rectangle' was not found  
DBG 706f4c20 driver\_opengl\_extension.cpp 1175 setupEXTTextureRectangle <Unknown> : 3D: OpenGL Extension  
'GL\_EXT\_texture\_rectangle' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 1183 setupARBTextureRectangle <Unknown> : 3D: OpenGL Extension  
'GL\_ARB\_texture\_rectangle' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 1191 setupFrameBufferObject <Unknown> : 3D: OpenGL Extension  
'GL\_EXT\_framebuffer\_object' found  
DBG 706f4c20 driver\_opengl\_extension.cpp 1213 setupPackedDepthStencil <Unknown> : 3D: OpenGL Extension  
'GL\_EXT\_packed\_depth\_stencil' found  
WRN 706f4c20 driver\_opengl\_extension.cpp 943 setupATIVertexArrayObject <Unknown> : 3D: OpenGL extension  
'GL\_ATI\_vertex\_array\_object' was not found  
WRN 706f4c20 driver\_opengl\_extension.cpp 978 setupATIMapObjectBuffer <Unknown> : 3D: OpenGL extension  
'GL\_ATI\_map\_object\_buffer' was not found

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WRN 706f4c20 driver_opengl_extension.cpp 1014 setupATIVertexAttribArrayObject <Unknown> : 3D: OpenGL extension
'GL_ATI_vertex_attrib_array_object' was not found
DBG 706f4c20 driver_opengl_extension.cpp 649 setupATITextureEnvCombine3 <Unknown> : 3D: OpenGL Extension
'GL_ATI_texture_env_combine3' found
DBG 706f4c20 driver_opengl_extension.cpp 1027 setupARBFragmentProgram <Unknown> : 3D: OpenGL Extension
'GL_ARB_fragment_program' found
DBG 706f4c20 driver_opengl_extension.cpp 1056 setupARBVertexBufferObject <Unknown> : 3D: OpenGL Extension
'GL_ARB_vertex_buffer_object' found
DBG 706f4c20 driver_opengl_extension.cpp 702 setupNVVertexProgram <Unknown> : 3D: OpenGL Extension
'GL_NV_vertex_program' found
WRN 706f4c20 driver_opengl_extension.cpp 703 setupNVVertexProgram <Unknown> : 3D:
GetProcAddress("glAreProgramsResidentNV") returns NULL
INF 706f4c20 driver_opengl.cpp 361 setupDisplay <Unknown> : 3D: OpenGL version 1.2 or above(*); ATI9500 or better;
Available extensions:
INF 706f4c20 driver_opengl.cpp 361 setupDisplay <Unknown> : 3D: Texturing: ARBMultiTexture EXTTextureEnvCombine(*)
ARBTextureCompression EXTTextureCompressionS3TC ATITextureEnvCombine3 ARBTextureCubeMap
EXTTextureRectangle ARBTextureRectangle ARBTextureNonPowerOfTwo texture stages(*) = 4
INF 706f4c20 driver_opengl.cpp 361 setupDisplay <Unknown> : 3D: Programs: ARBFragmentProgram ARBVertexProgram
INF 706f4c20 driver_opengl.cpp 361 setupDisplay <Unknown> : 3D: Misc: EXTSecondaryColor EXTBlendColor
NVStateVARWithoutFlush
INF 706f4c20 driver_opengl.cpp 361 setupDisplay <Unknown> : 3D: Array/VBO: ARBVertexBufferObject
INF 706f4c20 driver_opengl.cpp 361 setupDisplay <Unknown> : 3D: FBO: FramebufferObject PackedDepthStencil
INF 706f4c20 driver_opengl_vertex.cpp 1665 initVertexBufferHard <Unknown> : 3D: 4294967295 vertices supported
INF 706f4c20 driver_opengl_vertex.cpp 1666 initVertexBufferHard <Unknown> : 3D: Success to allocate 16.8 Mo of AGP VAR
Ram
INF 706f4c20 driver_opengl.cpp 1880 initFragmentShaders <Unknown> : WATER: Try ARB_fragment_program
INF 706f4c20 driver_opengl.cpp 1898 initFragmentShaders <Unknown> : WATER: ARB_fragment_program OK, Use it
DBG 706f4c20 sound_system.cpp 63 init <Unknown> : CSoundSystem::init
DBG 706f4c20 audio_mixer_user.cpp 352 initDriver <Unknown> : AM: Init Driver 'OpenAL' ('openal')...
DBG 706f4c20 dynloadlib.cpp 203 loadLibrary <Unknown> : Loading dynamic library '/usr/local/lib/nel/libnel_drv_openal.so'
Reading symbols for shared libraries ++ done
DBG 706f4c20 ext_al.cpp 25 alExtInit <Unknown> : AL: Initializing extensions
Reading symbols for shared libraries + done
DBG 706f4c20 sound_driver_al.cpp 245 getDevices <Unknown> : AL: ALC_ENUMERATE_ALL_EXT not present
DBG 706f4c20 audio_mixer_user.cpp 407 initDevice <Unknown> : AM: Init Device...
DBG 706f4c20 sound_driver_al.cpp 300 initDevice <Unknown> : AL: Opening device: 'NULL'
Reading symbols for shared libraries + done
Reading symbols for shared libraries . done
Reading symbols for shared libraries + done
Reading symbols for shared libraries . done
DBG 706f4c20 sound_driver_al.cpp 303 initDevice <Unknown> : AL: ALC_DEVICE_SPECIFIER: 'Built-in Output'
DBG 706f4c20 sound_driver_al.cpp 320 initDevice <Unknown> : AL: AL_VERSION: '1.1', AL_RENDERER: 'Software',
AL_VENDOR: 'Apple Computer Inc.'
DBG 706f4c20 sound_driver_al.cpp 321 initDevice <Unknown> : AL: AL_EXTENSIONS: AL_EXT_OFFSET
AL_EXT_LINEAR_DISTANCE AL_EXT_EXPONENT_DISTANCE AL_EXT_float32 AL_EXT_STATIC_BUFFER
DBG 706f4c20 ext_al.cpp 40 alExtInitDevice <Unknown> : AL: Initializing device extensions
DBG 706f4c20 sound_driver_al.cpp 331 initDevice <Unknown> : AL: EAX-RAM: Not available, ALC_EXT_EFX: Not available
DBG 706f4c20 sound_driver_al.cpp 337 initDevice <Unknown> : AL: Max. sources: 256, Max. effects: 0
WRN 706f4c20 sound_driver_al.cpp 343 initDevice <Unknown> : AL: ALC_EXT_EFX is required, environment effects disabled
WRN 706f4c20 audio_mixer_user.cpp 437 initDevice <Unknown> : AM: OptionEnvironmentEffects not available, _UseEax =
false
WRN 706f4c20 path.cpp 924 addSearchPath <Unknown> : PATH: CPath::addSearchPath(, not recursive, alternative): can't
add empty directory, skip it

```

```
WRN 706f4c20 file.cpp 265 open <Unknown> : Failed to open file '/home/timon/sound/sounds.packed_sheets', error 2 : No
such file or directory
INF 706f4c20 load_form.h 878 loadForm <Unknown> : loadForm(): Loading packed file
'/home/timon/sound/sounds.packed_sheets'
INF 706f4c20 common.cpp 541 Exception <Unknown> : Exception will be launched: Read error in file
'/home/timon/sound/sounds.packed_sheets' (End of file?)
INF 706f4c20 load_form.h 943 loadForm <Unknown> : loadForm(): Exception during reading the packed file, I'll reconstruct it
(Read error in file '/home/timon/sound/sounds.packed_sheets' (End of file?))
INF 706f4c20 audio_mixer_user.cpp 570 initDevice <Unknown> : AM: Initialized audio mixer with 48 voices, WITHOUT EAX
and with 16 bits PCM sample source.
WRN 706f4c20 path.cpp 516 lookup <Unknown> : PATH: File (default.mixer_config) not found (default.mixer_config)
WRN 706f4c20 file.cpp 265 open <Unknown> : Failed to open file '/home/timon/sound/user_var_binding.packed_sheets', error
2 : No such file or directory
INF 706f4c20 load_form.h 878 loadForm <Unknown> : loadForm(): Loading packed file
'/home/timon/sound/user_var_binding.packed_sheets'
INF 706f4c20 common.cpp 541 Exception <Unknown> : Exception will be launched: Read error in file
'/home/timon/sound/user_var_binding.packed_sheets' (End of file?)
INF 706f4c20 load_form.h 943 loadForm <Unknown> : loadForm(): Exception during reading the packed file, I'll reconstruct it
(Read error in file '/home/timon/sound/user_var_binding.packed_sheets' (End of file?))
DBG 706f4c20 sound_system.cpp 204 initGraphics <Unknown> : CSoundSystem::initGraphics
DBG 706f4c20 vegetable_editor.cpp 60 init <Unknown> : CVegetableEditor::init
DBG 706f4c20 driver_opengl_texture.cpp 150 initFramebufferObject <Unknown> : 3D:
glFramebufferRenderbufferExt(depth:24) = 8CD5
DBG 706f4c20 driver_opengl_texture.cpp 153 initFramebufferObject <Unknown> : 3D:
glFramebufferRenderbufferExt(stencil:8) = 8CD5
AST 706f4c20 event_server.cpp 63 pump <Unknown> : "!_Pumping"
```

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Log with no filter:  
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```
2010/10/31 21:05:09 <Unknown> DBG 706f4c20 driver_opengl_extension.cpp 1191 : 3D: OpenGL Extension
'GL_EXT_framebuffer_object' found
2010/10/31 21:05:09 <Unknown> DBG 706f4c20 driver_opengl_extension.cpp 1213 : 3D: OpenGL Extension
'GL_EXT_packed_depth_stencil' found
2010/10/31 21:05:09 <Unknown> WRN 706f4c20 driver_opengl_extension.cpp 943 : 3D: OpenGL extension
'GL_ATI_vertex_array_object' was not found
2010/10/31 21:05:09 <Unknown> WRN 706f4c20 driver_opengl_extension.cpp 978 : 3D: OpenGL extension
'GL_ATI_map_object_buffer' was not found
2010/10/31 21:05:09 <Unknown> WRN 706f4c20 driver_opengl_extension.cpp 1014 : 3D: OpenGL extension
'GL_ATI_vertex_attrib_array_object' was not found
2010/10/31 21:05:09 <Unknown> DBG 706f4c20 driver_opengl_extension.cpp 649 : 3D: OpenGL Extension
'GL_ATI_texture_env_combine3' found
2010/10/31 21:05:09 <Unknown> DBG 706f4c20 driver_opengl_extension.cpp 1027 : 3D: OpenGL Extension
'GL_ARB_fragment_program' found
2010/10/31 21:05:09 <Unknown> DBG 706f4c20 driver_opengl_extension.cpp 1056 : 3D: OpenGL Extension
'GL_ARB_vertex_buffer_object' found
2010/10/31 21:05:09 <Unknown> DBG 706f4c20 driver_opengl_extension.cpp 702 : 3D: OpenGL Extension
'GL_NV_vertex_program' found
2010/10/31 21:05:09 <Unknown> WRN 706f4c20 driver_opengl_extension.cpp 703 : 3D:
GetProcAddress("glAreProgramsResidentNV") returns NULL
2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver_opengl.cpp 361 : 3D: OpenGL version 1.2 or above(*); ATI9500 or
better; Available extensions:
2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver_opengl.cpp 361 : 3D: Texturing: ARBMultiTexture
```

EXTTextureEnvCombine(\*) ARBTextureCompression EXTTextureCompressionS3TC ATITextureEnvCombine3  
 ARBTextureCubeMap EXTTextureRectangle ARBTextureRectangle ARBTextureNonPowerOfTwo texture stages(\*) = 4  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl.cpp 361 : 3D: Programs: ARBFragmentProgram  
 ARBVertexProgram  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl.cpp 361 : 3D: Misc: EXTSecondaryColor EXTBlendColor  
 NVStateVARWithoutFlush  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl.cpp 361 : 3D: Array/VBO: ARBVertexBufferObject  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl.cpp 361 : 3D: FBO: FramebufferObject  
 PackedDepthStencil  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl\_vertex.cpp 1665 : 3D: 4294967295 vertices supported  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl\_vertex.cpp 1666 : 3D: Success to allocate 16.8 Mo of AGP VAR  
 Ram  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl.cpp 1880 : WATER: Try ARB\_fragment\_program  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 driver\_opengl.cpp 1898 : WATER: ARB\_fragment\_program OK, Use it  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_system.cpp 63 : CSoundSystem::init  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 audio\_mixer\_user.cpp 352 : AM: Init Driver 'OpenAL' ('openal')...  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 dynloadlib.cpp 203 : Loading dynamic library  
 '/usr/local/lib/nel/libnel\_drv\_openal.so'  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 ext\_al.cpp 25 : AL: Initializing extensions  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 245 : AL: ALC\_ENUMERATE\_ALL\_EXT not present  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 audio\_mixer\_user.cpp 407 : AM: Init Device...  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 300 : AL: Opening device: 'NULL'  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 303 : AL: ALC\_DEVICE\_SPECIFIER: 'Built-in Output'  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 320 : AL: AL\_VERSION: '1.1', AL\_RENDERER:  
 'Software', AL\_VENDOR: 'Apple Computer Inc.'  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 321 : AL: AL\_EXTENSIONS: AL\_EXT\_OFFSET  
 AL\_EXT\_LINEAR\_DISTANCE AL\_EXT\_EXPONENT\_DISTANCE AL\_EXT\_float32 AL\_EXT\_STATIC\_BUFFER  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 ext\_al.cpp 40 : AL: Initializing device extensions  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 331 : AL: EAX-RAM: Not available, ALC\_EXT\_EFX: Not  
 available  
 2010/10/31 21:05:09 <Unknown> DBG 706f4c20 sound\_driver\_al.cpp 337 : AL: Max. sources: 256, Max. effects: 0  
 2010/10/31 21:05:09 <Unknown> WRN 706f4c20 sound\_driver\_al.cpp 343 : AL: ALC\_EXT\_EFX is required, environment  
 effects disabled  
 2010/10/31 21:05:09 <Unknown> WRN 706f4c20 audio\_mixer\_user.cpp 437 : AM: OptionEnvironmentEffects not available,  
 \_UseEax = false  
 2010/10/31 21:05:09 <Unknown> WRN 706f4c20 path.cpp 924 : PATH: CPath::addSearchPath(, not recursive, alternative):  
 can't add empty directory, skip it  
 2010/10/31 21:05:09 <Unknown> WRN 706f4c20 file.cpp 265 : Failed to open file '/home/timon/sound/sounds.packed\_sheets',  
 error 2 : No such file or directory  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 load\_form.h 878 : loadForm(): Loading packed file  
 '/home/timon/sound/sounds.packed\_sheets'  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 common.cpp 541 : Exception will be launched: Read error in file  
 '/home/timon/sound/sounds.packed\_sheets' (End of file?)  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 load\_form.h 943 : loadForm(): Exception during reading the packed file, I'll  
 reconstruct it (Read error in file '/home/timon/sound/sounds.packed\_sheets' (End of file?))  
 2010/10/31 21:05:09 <Unknown> INF 706f4c20 audio\_mixer\_user.cpp 570 : AM: Initialized audio mixer with 48 voices,  
 WITHOUT EAX and with 16 bits PCM sample source.  
 2010/10/31 21:05:09 <Unknown> WRN 706f4c20 path.cpp 516 : PATH: File (default.mixer\_config) not found  
 (default.mixer\_config)  
 2010/10/31 21:05:10 <Unknown> WRN 706f4c20 file.cpp 265 : Failed to open file  
 '/home/timon/sound/user\_var\_binding.packed\_sheets', error 2 : No such file or directory  
 2010/10/31 21:05:10 <Unknown> INF 706f4c20 load\_form.h 878 : loadForm(): Loading packed file  
 '/home/timon/sound/user\_var\_binding.packed\_sheets'

```
2010/10/31 21:05:10 <Unknown> INF 706f4c20 common.cpp 541 : Exception will be launched: Read error in file
'/home/timon/sound/user_var_binding.packed_sheets' (End of file?)
2010/10/31 21:05:10 <Unknown> INF 706f4c20 load_form.h 943 : loadForm(): Exception during reading the packed file, I'll
reconstruct it (Read error in file '/home/timon/sound/user_var_binding.packed_sheets' (End of file?))
2010/10/31 21:05:10 <Unknown> DBG 706f4c20 sound_system.cpp 204 : CSoundSystem::initGraphics
2010/10/31 21:05:10 <Unknown> DBG 706f4c20 vegetable_editor.cpp 60 : CVegetableEditor::init
2010/10/31 21:05:10 <Unknown> DBG 706f4c20 driver_opengl_texture.cpp 150 : 3D:
glFramebufferRenderbufferExt(depth:24) = 8CD5
2010/10/31 21:05:10 <Unknown> DBG 706f4c20 driver_opengl_texture.cpp 153 : 3D: glFramebufferRenderbufferExt(stencil:8)
= 8CD5
2010/10/31 21:05:20 <Unknown> AST 706f4c20 event_server.cpp 63 : "!_Pumping"
```

-----  
Program received signal SIGABRT, Aborted.

0x00007fff838143d6 in \_\_kill ()

(gdb) bt

#0 0x00007fff838143d6 in \_\_kill ()

#1 0x00007fff838b4972 in abort ()

#2 0x000000010047fd5c in NLMISC::CEventServer::pump (this=<value temporarily unavailable, due to optimizations>, allWindows=<value temporarily unavailable, due to optimizations>) at /Users/rti/Development/ryzom/code/nel/src/misc/event\_server.cpp:63

#3 0x00000001001319ad in NLQT::CObjectViewer::updateInput (this=0x102aa2910) at /Users/rti/Development/ryzom/code/nel/tools/3d/object\_viewer\_qt/src/object\_viewer.cpp:173

#4 0x0000000100123570 in NLQT::CMainWindow::updateRender (this=0x102aa6950) at /Users/rti/Development/ryzom/code/nel/tools/3d/object\_viewer\_qt/src/main\_window.cpp:553

#5 0x00000001001aef04 in NLQT::CMainWindow::qt\_metacall (this=0x102aa6950, \_c=QMetaObject::InvokeMetaMethod, \_id=0, \_a=<value temporarily unavailable, due to optimizations>) at /Users/rti/Development/ryzom/code/build/nel/tools/3d/object\_viewer\_qt/src/moc\_main\_window.cxx:84

#6 0x000000010208d726 in QMetaObject::activate ()

#7 0x000000010216f160 in QObject::event ()

#8 0x00000001013e4ddd in QApplicationPrivate::notify\_helper ()

#9 0x00000001013ebdfe in QApplication::notify ()

#10 0x0000000102086dec in QApplication::notifyInternal ()

#11 0x00000001013e4e7c in qt\_sendSpontaneousEvent ()

#12 0x000000010139e79c in QEventDispatcherMacPrivate::activateTimer ()

#13 0x00007fff81206678 in \_\_CFRunLoopRun ()

#14 0x00007fff8120484f in CFRunLoopRunSpecific ()

#15 0x00007fff8831891a in RunCurrentEventLoopInMode ()

#16 0x00007fff8831867d in ReceiveNextEventCommon ()

#17 0x00007fff883185d8 in BlockUntilNextEventMatchingListInMode ()

#18 0x00007fff8636229e in \_DPSNextEvent ()

#19 0x00007fff86361bed in -[NSApplication nextEventMatchingMask:untilDate:inMode:dequeue:] ()

#20 0x0000000117509a0d in NLMISC::CCocoaEventEmitter::submitEvents (this=0x103872f28, server=@0x1030d3c08) at /Users/rti/Development/ryzom/code/nel/src/3d/driver/opengl/mac/cocoa\_event\_emitter.cpp:420

#21 0x000000010047fc80 in std::\_List\_iterator<NLMISC::IEventEmitter\*>::operator++ () at /usr/include/c++/4.2.1/bits/stl\_list.h:73

#22 0x000000010047fc80 in NLMISC::CEventServer::pump (this=0x1030d3c08, allWindows=<value temporarily unavailable, due to optimizations>) at /Users/rti/Development/ryzom/code/nel/src/misc/event\_server.cpp:74

#23 0x00000001001319ad in NLQT::CObjectViewer::updateInput (this=0x102aa2910) at /Users/rti/Development/ryzom/code/nel/tools/3d/object\_viewer\_qt/src/object\_viewer.cpp:173

#24 0x0000000100123570 in NLQT::CMainWindow::updateRender (this=0x102aa6950) at /Users/rti/Development/ryzom/code/nel/tools/3d/object\_viewer\_qt/src/main\_window.cpp:553

#25 0x00000001001aef04 in NLQT::CMainWindow::qt\_metacall (this=0x102aa6950, \_c=QMetaObject::InvokeMetaMethod,

\_id=0, \_a=<value temporarily unavailable, due to optimizations>) at  
/Users/rti/Development/ryzom/code/build/nel/tools/3d/object\_viewer\_qt/src/moc\_main\_window.cxx:84  
#26 0x000000010208d726 in QMetaObject::activate ()  
#27 0x000000010216f160 in QObject::event ()  
#28 0x00000001013e4ddd in QApplicationPrivate::notify\_helper ()  
#29 0x00000001013ebdfe in QApplication::notify ()  
#30 0x0000000102086dec in QCoreApplication::notifyInternal ()  
#31 0x00000001021624eb in QCoreApplicationPrivate::sendPostedEvents ()  
#32 0x00007fff81206e91 in \_\_CFRunLoopDoSources0 ()  
#33 0x00007fff81205089 in \_\_CFRunLoopRun ()  
#34 0x00007fff8120484f in CFRunLoopRunSpecific ()  
#35 0x00007fff8831891a in RunCurrentEventLoopInMode ()  
#36 0x00007fff8831867d in ReceiveNextEventCommon ()  
#37 0x00007fff883185d8 in BlockUntilNextEventMatchingListInMode ()  
#38 0x00007fff8636229e in \_DPSNextEvent ()  
#39 0x00007fff86361bed in -[NSApplication nextEventMatchingMask:untilDate:inMode:dequeue:] ()  
#40 0x00007fff8659ced3 in -[NSApplication \_realDoModalLoop:peek:] ()  
#41 0x00007fff865bac9f in -[NSApplication runModalSession:] ()  
#42 0x00000001013a021e in QEventDispatcherMac::processEvents ()  
#43 0x0000000102160e54 in QEventLoop::processEvents ()  
#44 0x0000000102161174 in QEventLoop::exec ()  
#45 0x00000001018688a5 in QDialog::exec ()  
#46 0x000000010012341f in NLQT::CMainWindow::settings (this=<value temporarily unavailable, due to optimizations>) at  
/Users/rti/Development/ryzom/code/nel/tools/3d/object\_viewer\_qt/src/main\_window.cpp:200  
#47 0x00000001001aef3f in NLQT::CMainWindow::qt\_metacall (this=0x102aa6950, \_c=QMetaObject::InvokeMetaMethod,  
\_id=<value temporarily unavailable, due to optimizations>, \_a=<value temporarily unavailable, due to optimizations>) at  
/Users/rti/Development/ryzom/code/build/nel/tools/3d/object\_viewer\_qt/src/moc\_main\_window.cxx:81  
#48 0x000000010208d726 in QMetaObject::activate ()  
#49 0x00000001013de6e1 in QAction::triggered ()  
#50 0x00000001013dfac4 in QAction::activate ()  
#51 0x0000000101395b4a in -[QCocoaMenuLoader qtDispatcherToQAction:] ()  
#52 0x00007fff864b7152 in -[NSApplication sendAction:to:from:] ()  
#53 0x00007fff864db6be in -[NSMenuItem \_corePerformAction] ()  
#54 0x00007fff864db428 in -[NSCarbonMenuImpl performActionWithHighlightingForItemAtIndex:] ()  
#55 0x00007fff8675f41d in -[NSMenu \_internalPerformActionForItemAtIndex:] ()  
#56 0x00007fff86611217 in -[NSCarbonMenuImpl \_carbonCommandProcessEvent:handlerCallRef:] ()  
#57 0x00007fff864bdc14 in NSSLMMenuEventHandler ()  
#58 0x00007fff882f1997 in DispatchEventToHandlers ()  
#59 0x00007fff882f0ee6 in SendEventToEventTargetInternal ()  
#60 0x00007fff8830eba9 in SendEventToEventTarget ()  
#61 0x00007fff8833dcd1 in SendHiCommandEvent ()  
#62 0x00007fff8836ab06 in SendMenuCommandWithContextAndModifiers ()  
#63 0x00007fff8836aabe in SendMenuItemSelectedEvent ()  
#64 0x00007fff8836a9be in FinishMenuSelection ()  
#65 0x00007fff8834bcb3 in MenuSelectCore ()  
#66 0x00007fff8834b408 in \_HandleMenuSelection2 ()  
#67 0x00007fff8638ec39 in \_NSHandleCarbonMenuEvent ()  
#68 0x00007fff8636274e in \_DPSNextEvent ()  
#69 0x00007fff86361bed in -[NSApplication nextEventMatchingMask:untilDate:inMode:dequeue:] ()  
#70 0x00007fff863278d3 in -[NSApplication run] ()  
#71 0x00000001013a0344 in QEventDispatcherMac::processEvents ()  
#72 0x0000000102160e54 in QEventLoop::processEvents ()  
#73 0x0000000102161174 in QEventLoop::exec ()



#74 0x000000010216279c in QCoreApplication::exec ()  
#75 0x0000000100122a67 in main (argc=1, argv=0x7fff5fbff490) at  
/Users/rti/Development/ryzom/code/nel/tools/3d/object\_viewer\_qt/src/main.cpp:98

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**Related issues:**

related to Ryzom - Feature # 1159: Create an object viewer qt binary app bundle

**Closed**

**11/05/2010**

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**History****#1 - 12/12/2010 05:10 pm - rti**

- Assignee set to rti

happens in GEQT as well

**#2 - 12/12/2010 07:13 pm - rti**

- Status changed from New to Resolved

- Target version set to Version 0.8.0

- % Done changed from 0 to 100

**#3 - 01/08/2011 06:47 pm - rti**

- Status changed from Resolved to Closed