

Ryzom - Bug # 1157

Status:	Closed	Priority:	Normal
Author:	velogfx	Category:	OS: Mac
Created:	11/03/2010	Assignee:	rti
Updated:	12/07/2011	Due date:	

Subject: Missing Textures - Too many open files

Description

As you can see on the screen above, there are missing Textures on some models:



History

#1 - 11/03/2010 08:13 pm - velogfx

it's an random issue, after restarting the client some textures are back and other missing.

#2 - 06/06/2011 10:07 am - rti

- File Screen_shot_2011-06-06_at_10.01.12.jpg added
- File client.log added
- Status changed from New to Validated

indeed, seems very random.
seeing this the first time in 7 month :(

#3 - 06/06/2011 10:10 am - rti

That explains it (from client.log):

```
2011/06/06 10:09:36 WRN 818417664 <Unknown> big_file.cpp 436 getFile : bnp: can't fopen big file
/Users/rti/Code/ryzom-core/ryzom-core-repository/code/build-static-release/bin/ryzom_client.app/Contents/Resources/data/characters_maps_ma_hof_chev
ma_hof_cheveux_hr.bnp' error 24 'Too many open files'
```

#4 - 06/06/2011 10:15 am - rti

- *Subject changed from Mac - Alpha Build - Missing Textures to Missing Textures - Too many open files*
- *Category set to OS: Mac*

#5 - 06/06/2011 11:42 pm - rti

I am currently observing that linking OpenAL soft (see #1314 for more information) makes this problem pop up on my machine.
Client binaries linked with Apple's OpenAL.framework have no problem with open file limitations.

@**velogfx**: This ticket is quite old. Did you see this problem still in recent client builds? Does this problem occur with the newest OpenAL soft client build?

#6 - 06/07/2011 10:12 am - kervala

So OpenAL crash could be related to files not being able to be opened ?

#7 - 06/07/2011 12:46 pm - rti

@kervala: Not sure.

As velogfx confirmed, the file limit problem first occurred with the OpenAL soft build again. Long time before it was gone (probably due to #1003). On the other hand, the two known OpenAL problems (#1116 and #1298) did not occur with the OpenAL soft build... :)

#8 - 06/07/2011 12:51 pm - velogfx

rti wrote:

*I am currently observing that linking OpenAL soft (see #1314 for more information) makes this problem pop up on my machine.
Client binaries linked with Apple's OpenAL.framework have no problem with open file limitations.*

*@**velogfx**: This ticket is quite old. Did you see this problem still in recent client builds? Does this problem occur with the newest OpenAL soft client build?*

hi, yes still get them in the latest OpenAL version.

#9 - 06/07/2011 12:53 pm - velogfx

- *File Bildschirmfoto_2011-06-07_um_11.54.09.png added*

here is the pic

#10 - 06/08/2011 02:53 am - rti

Ok. The problem really reoccured due to the linking of OpenAL soft.

Ace already fought a very similar problem month ago.

<http://stackoverflow.com/questions/3166783/how-to-increase-the-limit-of-maximum-open-files-in-c-on-mac-os-x/3214064#3214064>

Bottom line:

Calls to setrlimit (to increase the number of allowed file descriptors in a process) only work if the process did not call printf already.

Now, OpenAL soft is doing quite a lot of stuff at static initialization time (see Alc.c:471 alc_init(), __attribute__((constructor))). A part of this function has the same effect as calling printf. setrlimit does not work anymore. Ryzom client is calling setrlimit later on, in main().

#11 - 06/09/2011 12:54 am - rti

- Status changed from Validated to Assigned

- Assignee set to rti

- Target version set to Version 0.9.0

BTW, this problem should only appear in WITH_STATIC_DRIVERS builds. Else, the OpenAL lib is loaded at a later point in time. So the problem should be gone then.

Anyway, since this problem is strongly related to the usage of OpenAL soft on Mac OS X, i would like to mark this issue as resolved and track further progress in Feature #1314 - OpenAL environment effects on Mac OS X.

Setting it on "assigned" now because redmine does not allow me to set it to "resolved" directly.

#12 - 06/09/2011 12:55 am - rti

- Status changed from Assigned to Resolved

#13 - 12/07/2011 02:50 pm - sfb

- Status changed from Resolved to Closed

Files

mac_build_alpha_missing_textures.png	690.7 kB	11/03/2010	velogfx
Screen_shot_2011-06-06_at_10.01.12.jpg	770.3 kB	06/06/2011	rti
client.log	524.8 kB	06/06/2011	rti
Bildschirmfoto_2011-06-07_um_11.54.09.png	432.4 kB	06/07/2011	velogfx