

Ryzom - Bug # 1195

Status:	Closed	Priority:	High
Author:	molator	Category:	Services: General
Created:	11/16/2010	Assignee:	kervala
Updated:	01/08/2011	Due date:	
Subject:	EGS crashing on client exit (Windows)		
Description	<p>EGS is crashing on client exit on Windows since the last official patch.</p> <p>It could be related to the strange fame value that Sfb noticed some time ago.</p> <pre>2010/11/16 17:10:36 INF a94 192.168.56.1/EGS-131 entities_game_service.cpp 1926 CPlayerService::onAiInstanceReady : AI Instance 20 is up 2010/11/16 17:38:38 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:39 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:38:42 WRN a94 192.168.56.1/EGS-131 fame_manager.cpp 1050 CFameManager::getFameIndexed : FAME: entity (0x0000000010:00:00:87) doesn't exist in fame owners containers! 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:00 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:01 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:01 WRN a94 192.168.56.1/EGS-131 utils.h 796 checkedCast : checkedCast : Value 600.000000 exceed the positive capacity of signed char clamping at max value 2010/11/16 17:39:02 INF a94 192.168.56.1/EGS-131 entity_callbacks.cpp 660 finalizeClientReady : Updating IS_NEWBIE flag</pre>		

for character: (0x0000000010:00:00:87)

History

#1 - 11/16/2010 08:32 pm - kervalala

It seems like this bug was always there. I didn't find any "600" in sheets or code or .cfg, so where is it defined ? :)

#2 - 11/16/2010 11:29 pm - molator

I searched, but didn't find it.

#3 - 11/18/2010 01:02 am - molator

Sfb found a way to remove those warnings but EGS still crashes.

As sm3 tested sometime ago, building the server with FINAL_VERSION checked stabilizes EGS.

It doesn't solve the issue but hides it.

#4 - 11/18/2010 09:25 am - kervalala

This assert occurs in void CCharacter::setFameValuePlayer(uint32 factionIndex, sint32 playerFame, sint32 fameMax, uint16 fameTrend) from EGS.

FameAbsoluteMax is defined in entities_game_service_default.cfg and is set to 100000.

This code is used to compute the fame to display in some interfaces (fame / 100):

```
sint8 percent = checkedCast<sint8>(float(playerFame)/FameAbsoluteMax*100)
```

becomes

```
FameAbsoluteMax = 100000  
playerFame = 600000  
percent = 600 // assert
```

So we just need to check where is defined the 600000 for player fame :)

#5 - 11/18/2010 09:46 am - kervalala

- Category set to Services: General
- Status changed from New to Assigned
- Assignee set to kervalala
- Priority changed from Normal to High

Found it :)

In egs_variables.h line 22, there is a :

```
// This is the amount to multiply fame values by to get the internally stored values.  
// We store the internal values at a higher multiple so we can have higher precision when  
// adding or removing fame from a player.  
#define kFameMultiplier 6000
```

We could change this value to 1000 to fix the bug, but it would break the compatibility with official servers, so we need to put back the values / 600 in .cfg

#6 - 11/18/2010 09:54 am - kerval

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

Applied in changeset r1140.

#7 - 11/18/2010 09:54 am - kerval

- *Target version set to Version 0.8.0*

#8 - 11/18/2010 09:55 am - kerval

Please someone could retry with new .cfg ? Thanks :)

#9 - 01/08/2011 06:58 pm - kerval

- *Status changed from Resolved to Closed*