

Ryzom - Bug # 1270

Status:	New	Priority:	Normal
Author:	krop	Category:	OS: GNU/Linux
Created:	04/04/2011	Assignee:	
Updated:	07/05/2011	Due date:	
Subject:	Crash when entering a R2 session		
Description			
Steps:			
- Ingame: Select the 'terminal Ring'			
- Select an instance,			
The game crashes while loading.			
(gdb) bt			
#0 0x00007fffeded0049 in glDisable () from /usr/lib64/libGL.so.1			
#1 0x00007fffedf4c8f2 in NL3D::CDriverGL::setupScissor (this=0x3886460, scissor=...) at /devel/ryzom/code/nel/src/3d/driver/opengl/driver_opengl.cpp:1102			
#2 0x00007fff6dc7db9 in NL3D::CDriverUser::setupMatrixContext (this=0x357bfe0) at /devel/ryzom/code/nel/src/3d/driver_user.cpp:434			
#3 0x00007fff6dc7f66 in NL3D::CDriverUser::setMatrixMode2D (this=0x357bfe0, frust=<optimized out>) at /devel/ryzom/code/nel/src/3d/driver_user.cpp:555			
#4 0x00007fff6dc74af in NL3D::UDriver::setMatrixMode2D11 (this=0x357bfe0) at /devel/ryzom/code/nel/src/3d/driver_user.cpp:76			
#5 0x0000000008dfd50 in CProgress::internalProgress (this=0x12ee7e0, value=0.5) at /devel/ryzom/code/ryzom/client/src/progress.cpp:181			
#6 0x0000000006f6c56 in disconnectFromPreviousShard (this=<optimized out>) at /devel/ryzom/code/ryzom/client/src/far_tp.cpp:1076			
#7 CLoginStateMachine::run (this=0x12ed5a0) at /devel/ryzom/code/ryzom/client/src/far_tp.cpp:563			
#8 0x00007fff7ad33b0 in NLMISC::TCoTaskData::run (this=0x142bb50) at /devel/ryzom/code/nel/src/misc/co_task.cpp:529			
#9 0x00007fff7b0d365 in NLMISC::ProxyFunc (arg=0x4a2a290) at /devel/ryzom/code/nel/src/misc/p_thread.cpp:85			
#10 0x00007fff2d3ea3f in start_thread () from /lib64/libpthread.so.0			
#11 0x00007fff302867d in clone () from /lib64/libc.so.6			
#12 0x0000000000000000 in ?? ()			

History

#1 - 04/05/2011 02:20 am - rti

related to #1175 ?

#2 - 04/05/2011 11:22 am - krop

rti wrote:

| related to #1175 ?

Could be indeed. I get the same backtrace

#3 - 04/26/2011 05:00 pm - arc

The ring does neither work with the open client, nor with the official binary from the PPA under ubuntu. Haven't tested with windows.

#4 - 07/05/2011 09:05 pm - liveriondev

Confirmed bug, with an up-to-date official client...

I've got the same gdb trace.