

## Ryzom - Bug # 1298

<b>Status:</b>	Feedback	<b>Priority:</b>	Low
<b>Author:</b>	Sywindt	<b>Category:</b>	OS: Mac
<b>Created:</b>	05/22/2011	<b>Assignee:</b>	
<b>Updated:</b>	04/12/2012	<b>Due date:</b>	
<b>Subject:</b>	Crash assert in simple_sound when entering guild hall		
<b>Description</b>	From live: When entering a guild hall, user always crashes with an assert: AST 70ba8ca0 simple_source.cpp 177 : "play"  See log file		
<b>Related issues:</b>	related to Ryzom - Feature # 1314: OpenAL environment effects on Mac OS X <b>New</b> <b>06/06/2011</b>		

### History

#### #1 - 05/23/2011 11:54 am - rti

related to #1215?

#### #2 - 05/23/2011 09:00 pm - Sywindt

Looks quite similar indeed; Missed that in my (admittedly cursory) search.

This however happens every time when entering guild hall; player has not had it at other time.

#### #3 - 05/23/2011 09:04 pm - rti

Thanks a lot for reporting. So now we got a way to reproduce it.

#### #4 - 05/23/2011 09:08 pm - Naush

Where is you GH, Tryker gh doesn't sufer this bug :/

#### #5 - 05/23/2011 09:10 pm - Sywindt

It is a Matis GH

#### #6 - 05/23/2011 09:15 pm - Sywindt

It is a Matis GH; UserPosition: 20196.13 -465.42 0.81

#### #7 - 05/23/2011 09:23 pm - Naush

Oki, I have the same feed back from Markanjio who is matis from a matis guild. As a quick work around he suggest to turn out the sound :/

He also told me that the city music raise the bug.

A last thing that is not needed for the momment, may I know what is your sound setup ? Alsa/ pulseaudio / ???

Many thanks for your feed back :)

**#8 - 05/23/2011 10:17 pm - Sywindt**

I have asked the player in question to reply directy.

**#9 - 05/23/2011 10:22 pm - eify**

Naush wrote:

| *A last thing that is not needed for the momment, may I know what is your sound setup ? Alsa/ pulseaudio / ???*

Hey Naush, I'm the player in question, can you please tell my how I can identify my sound setup (drivers?)? Please note that I'm running Mac OSX Snow Leopard and with a Mac these drivers are probably generic for the whole model line.

. A quick Google search didn't gave me an answer.

**#10 - 05/25/2011 09:19 pm - Naush**

Alsa / pulseaudio is not relevant for a macOSX setup, Markanjio is linux based and I also suffer this bug, I also suffer a sound driver bug, but it is very rare. I miss the point you where all macosx based.

btw linux and macosx are sharing the same audio code.

Can you provide screen shoot of system->configuration -> sound ?

**#11 - 06/01/2011 11:45 am - rti**

Without looking really deep into it, this could prevent the "crash" (AKA hide the problem):

```
diff -r 112b0f17d193 code/nel/src/sound/simple_source.cpp
--- a/code/nel/src/sound/simple_source.cpp   Wed Jun 01 01:16:06 2011 +0200
+++ b/code/nel/src/sound/simple_source.cpp   Wed Jun 01 11:27:30 2011 +0200
@@ -174,7 +174,11 @@

    // and play the sound
    bool play = pSource->play();
-   nlassert(play);
+   // nlassert(play);
+   if(!play)
+   {
+       nlwarning("lSource::play() failed on %X", pSource);
+   }
    // nldebug("CSimpleSource %p : REAL play done", (CAudioMixerUser::IMixerEvent*)this);
}
```

else

Do not assert if play was not successful, just print a warning.

Btw, CSourceAL::play() returns false if alSourcePlay creates an error (taken from source\_al.cpp:251):

```
alSourcePlay(_Source);
_IsPlaying = alGetError() == AL_NO_ERROR;
if (!_IsPlaying)
    _StartTime = CTime::getLocalTime();
return _IsPlaying;
```

**#12 - 06/01/2011 11:46 am - rti**

Another backtrace and log: <http://fpaste.org/T9VW/>

**#13 - 06/01/2011 11:49 am - rti**

- Priority changed from Normal to High

**#14 - 06/06/2011 09:37 am - rti**

I was able to reproduce this crash with some code based on the NeL sound sources sample.

Very interesting is, alGetError returns -1 in this situation, which is IMHO an undocumented error code.

The same code works without problems if I use OpenAL soft instead of Apple's OpenAL.framework.

**#15 - 04/12/2012 08:14 pm - kaetemi**

- Status changed from New to Assigned

- Assignee set to kaetemi

- Priority changed from High to Immediate

- Target version set to Version 0.9.0

Assert will be replaced with warning.

**#16 - 04/12/2012 09:50 pm - kaetemi**

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset commit:d8010e723e0d.

**#17 - 04/12/2012 10:13 pm - kaetemi**

- Status changed from Resolved to Feedback

- Assignee deleted (kaetemi)

- Priority changed from Immediate to Low

Shout here when you get the warning message in your logs, and if anything funny happens with the sound in-game when this occurs.

## Files

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anonlog.log	224.4 kB	05/22/2011	Sywindt
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