Ryzom - Bug # 1389

Status:	Assigned	**Priority:**	Normal
Author:	mokoi	**Category:**	Client: General
Created:	11/04/2011	**Assignee:**	sfb
Updated:	12/06/2011	**Due date:**	
Subject:	Question string_client.pack and game missions		

Description

In the PC and linux version of the client uses a file called "string_client.pack which is a binary of a whole heap of object sitems & ID's and mission texts and such.

This file can become corrupt for whatever reason and in a lot of support issues a deletion of this file is a standard fix, as the game rebuilds it on the next login.

So question:

1. Does this file exist in the Mac version or does the client look for the raw data in the bnp files? this may explain lag issues and lockups.

2. If it does exist .. where is it? and if its in a hidden directory could someone please explain/document a proceedure to unhide it and delete it.

This could help to resolve a building list of mysterious mission and quest issues we are receiveing from Mac players.

Thanks in advance

Mokoi (CSR)

SGM Arispotle

History

#1 - 11/04/2011 08:27 am - mokoi

A typical log.log file reveals this file is missing

2011/08/03 20:44:24 WRN 1884576960 <Unknown> path.cpp 516 lookup : PATH: File (classificationtype_words_en.txt) not found (classificationtype_words_en.txt)

2011/08/03 20:44:24 WRN 1884576960 <Unknown> file.cpp 265 open : Failed to open file './save/string_client.pack', error 2 : No such file or directory

#2 - 12/06/2011 10:22 pm - sfb

- Category set to Client: General

- Status changed from New to Assigned

- Assignee set to sfb

mokoi,

Sorry that no one has responded to you. If *string_client.pack* is missing the client should attempt to rebuild this. The files that it should be looking for are the various word and phrase files in the *gamedev.bnp* file. Like other packed sheets if your translation file change it should rebuild the client string cache (string_click.pack) and sometimes does not. I don't know that this is encountered much in the live Windows client but in the Ryzom Core community we do run into problems with this file from time to time when making frequent client rebuilds and string changes. The solution is always to delete it and restart the client.

The second error message you are getting, failure to open the *string_client.pack* file should result in the client string manager rebuilding the file and thus should be a non-issue.

The first issue - that *classificationtype_words_en.txt* is missing is concerning. Do you see errors like this one often? This file should be in gamedev.bnp in a folder called languages.