Ryzom - Bug # 1454

Status:	Rejected	**Priority:**	Normal
Author:	thannatos	**Category:**	OS: GNU/Linux
Created:	03/31/2012	**Assignee:**	
Updated:	04/14/2012	**Due date:**	
Subject:	Ryzom crash		

Description

Ryzom crash and makes the X server also crash.

Linux precise 3.2.0-21-generic-pae #34-Ubuntu SMP Thu Mar 29 22:33:16 UTC 2012 i686 i686 i386 GNU/Linux

Distributor ID: Ubuntu

Description: Ubuntu precise (development branch)

Release: 12.04

Codename: precise

sudo lshw -C display

  *-display

      description: VGA compatible controller

      product: GF104 [GeForce GTX 460]

      vendor: NVIDIA Corporation

      physical id: 0

      bus info: pci@0000:01:00.0

      version: a1

      width: 64 bits

      clock: 33MHz

      capabilities: pm msi pciexpress vga_controller bus_master cap_list rom

      configuration: driver=nouveau latency=0

      resources: irq:16 memory:f8000000-f9ffffff memory:e8000000-efffffff memory:f0000000-f3ffffff ioport:e000(size=128)
memory:fa000000-fa07ffff

History

#1 - 03/31/2012 11:42 am - molator

Did you update the data using the update script ?

#2 - 03/31/2012 11:45 am - thannatos

Yes, Ryzom is automatically updated on each start. My launcher :

#!/bin/bash

RYZOMPATH=$(dirname $0)

cd $RYZOMPATH

./ryzom_update.sh

nohup ./ryzom_client &>/dev/null &

exit 0

#3 - 03/31/2012 03:39 pm - kervala

Please what client are you using ?

The static official one, the one in the Ubuntu Software Center, from one of my PPA or did you compile it yourself ?

#4 - 03/31/2012 03:42 pm - thannatos

The first one downloaded from the offcial website.
I tried the one on the PPA : doesn't works
In the USC : not in Precise, and I wonder where it is because I didn't found Ryzom for any Ubuntu release on packages.ubuntu.com

#5 - 03/31/2012 03:53 pm - kervala

thannatos wrote:

> *The first one downloaded from the offcial website.*
> *I tried the one on the PPA : doesn't works*
> *In the USC : not in Precise, and I wonder where it is because I didn't found Ryzom for any Ubuntu release on packages.ubuntu.com*

You're using a non-standard path /usr/games/ryzom/, are you sure you have the permission to write in this directory ?

Actually, people are uncompressing it in their home folder.

Ubuntu versions (PPA or USC) are downloading data in ~/.ryzom/data

There is not yet a Precise version in USC but it's ready on private Canonical PPA, you just have to add : ppa:ryzom-isv/ppa and you'll get the Precise version of Ubuntu client.

If it doesn't help, it could come from nouveau which is not yet very stable for games (I had a lot of visual problems) so you could try to switch to proprietary nvidia driver.

#6 - 03/31/2012 03:59 pm - thannatos

> *You're using a non-standard path /usr/games/ryzom/, are you sure you have the permission to write in this directory ?*

If I didn't have the permission, the game would crash on start, not after half an hour :)
I did sudo mv Desktop/ryzom /usr/games/ryzom && sudo chown ubuntu /var/games/ryzom if I remember well. But Ryzom used to crash twice a week when it was on my Desktop

> *There is not yet a Precise version in USC but it's ready on private Canonical PPA, you just have to add : ppa:ryzom-isv/ppa and you'll get the Precise version of Ubuntu client.*

Missing files, the game freeze after the character selection.

> *If it doesn't help, it could come from nouveau which is not yet very stable for games (I had a lot of visual problems) so you could try to switch to proprietary nvidia driver.*

Never ! If I choose Ryzom, it's because it is OpenSource. I won't use a proprietary software ! ^^

#7 - 03/31/2012 04:23 pm - kervala

I see, if you want to help us, I don't see another way than using a Ryzom client with debug symbols and launching Ryzom with GDB. You could use the version from my PPA https://launchpad.net/~kervala/+archive/ppa which provides -dbg packages for all binary packages. You have to install ryzom-client-dbg and all other -dbg packages it needs, Next, you have to launch : gdb ryzom_client to debug it

When it'll crash you'll have the full backtrace.

Thanks :)

#8 - 04/02/2012 06:16 pm - thannatos
- File gdb.txt added

Nothing so usefull but to keep you up to date about my investigations...

Ryzom wasn't responding, gdb saw nothing, but the game froze. X server was normal, Compiz still work with desktop cube,etc, so only Ryzom crashed.
As the crash which made me reporting this bug, it was while quartering a psykopla that Ryzom froze (I omitted this detail last time but if it crash twice when quartering a same creature, it should have an importance now).

When Ryzom froze, I had a look to my processes. Neither Ryzom nor GDB was in top. In ps, I saw this anormal processor usage :
ps -aux | grep ryzom
ubuntu   6810 65.1 7.6 836776 634696 pts/1   tl   17:48   9:21 /usr/games/ryzom_client

#9 - 04/02/2012 07:26 pm - kervala

Hum, strange it didn't use /usr/lib/debug/usr/games/ryzom_client :(Are you sure you installed ryzom-client-dbg package ?

#10 - 04/02/2012 07:30 pm - thannatos

kervala wrote:

> *Hum, strange it didn't use /usr/lib/debug/usr/games/ryzom_client :(Are you sure you installed ryzom-client-dbg package ?*

Yes, from the PPA ppa:kervala/ppa, I have these 11 packages installed :
libnel0
libnel0-dbg
libryzom-cliensheets0
libryzom-cliensheets0-dbg
libryzom-gameshare0
libryzom-gameshare0-dbg
ryzom-client
ryzom-client-config
ryzom-client-dbg

ryzom-client-tools

ryzom-client-tools-dgb

#11 - 04/02/2012 07:31 pm - thannatos

It uses this :

ubuntu@precise:~$ gdb ryzom_client

GNU gdb (Ubuntu/Linaro 7.4-2012.02-0ubuntu2) 7.4-2012.02

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and "show warranty" for details.

This GDB was configured as "i686-linux-gnu".

For bug reporting instructions, please see:

<http://bugs.launchpad.net/gdb-linaro/>...

Reading symbols from /usr/games/ryzom_client...*Reading symbols from /usr/lib/debug/usr/games/ryzom_client...done.*

#12 - 04/14/2012 06:49 pm - thannatos

It seems that there is no bug, gdb returns nothing, X doesn't crash anymore...

In fact I change something, before I used Ryzom with Compiz. I disabled one plugin to avoid lags, but finally, in order to improve quality, I switched to
Metacity while playing Ryzom to use the full graphics effets and quality of the game, and there is no problem, except a little lag when exiting from
Yrkanis.

Sorry for the invalid bug.

#13 - 04/14/2012 08:44 pm - kervala

- Status changed from New to Rejected

Thanks for noticing us :)

Files

log.log	980.6 kB	03/31/2012	thannatos
client.log	979.7 kB	03/31/2012	thannatos
error_join.log	1.4 kB	03/31/2012	thannatos
gdb.txt	1.1 kB	04/02/2012	thannatos