Ryzom - Bug # 1490

Status:	Resolved	Priority:	Normal
Author:	sfb	Category:	Services: General
Created:	09/12/2012	Assignee:	sfb
Updated:	09/12/2012	Due date:	
Subject:	Created a named item when running the server in debug mode leads to a full stop.		

Description

When you issue a *createNamedItemInBag* command when your EGS is running in debug mode it encounters a full stop with the following logging:

2012/09/12 17:29:20 213.166.170.12/EGS-138 WRN b715a6d0 log item gen.cpp 1221:

/home/mattr/sandbox/ryzom/code/ryzom/server/src/entities_game_service/game_item_manager/game_item.cpp(1210):

Missing log context for log 'Item'

2012/09/12 17:29:20 213.166.170.12/EGS-138 AST b715a6d0 log_item_gen.cpp 1221 : STOP

It looks like this fires normally but when in debug mode the STOP macro hits DEBUG_STOP which actually halts the EGS. The issue is that the 'Item' types in <code>game_item.cpp</code> have no context declared in the source file or even defined in the <code>log_item_gen.h/cpp</code> files in <code>server_share</code>. I think the solution is to add this to the top of the <code>game_item.cpp</code> file:

TLogNoContext_Item noContext;

History

#1 - 09/12/2012 08:23 pm - sfb

- Description updated
- Category set to Services: General
- Assignee set to sfb
- Target version set to Version 0.9.0

Added detailed description.

#2 - 09/12/2012 09:30 pm - sfb

- Status changed from New to Resolved
- % Done changed from 0 to 100

Applied in changeset commit:475d301bcc23.

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