

## Ryzom - Bug # 843

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	browser_ice	<b>Category:</b>	Client: General
<b>Created:</b>	05/06/2010	<b>Assignee:</b>	
<b>Updated:</b>	07/24/2010	<b>Due date:</b>	
<b>Subject:</b>	Client Core crashing on direct3d shader driver		
<b>Description</b>			
<p>Today, May 6th, I have just downloaded the Ryzom Client Core and upon starting it (as is) I got a crash from the very beginning. Nothing was displayed, nothing was asked:</p> <p>A failed assertion occurs ProcName: client_ryzom_r.exe Date: 2010/05/06 16:18:03 File: .driver_direct3d_shader.cpp Line: 410 FuncName: NL3D::setFX Reason: "drv-&gt;activeShader (&amp;s)"</p> <p>-----</p> <p>No log</p> <p>-----</p> <p>Windows XP Pro SP3 2Gb memory ATI Radeon 9600XT - Catalyst 8.4 No problems playing commercial game</p>			
<b>Related issues:</b>			
duplicated by Ryzom - Bug # 1027: driver_direct3d_shader.cpp		<b>Rejected</b>	<b>07/24/2010</b>

### History

#### #1 - 05/06/2010 10:41 pm - kaetemi

Does it work on your machine with OpenGL?

#### #2 - 05/11/2010 05:24 am - browser\_ice

kaetemi wrote:

| *Does it work on your machine with OpenGL?*

Sorry, I did not come back soon enough to check on this ticket. I will test it within the next 2 days and give you feedbacks here.

#### #3 - 05/11/2010 10:45 am - kervala

I updated code for displaying shader name instead of content. Please could you try again et post log file ? Thanks :)

#### #4 - 05/11/2010 09:22 pm - browser\_ice

I ran it with OpenGL (changed the client\_default.cfg since I had no screens to change it, but then again I did not look for it).

It runs under OpenGL. I walked around a bit and the only thing I found so far was the water texture being missing (actually depending on the camera angle, either there was nothing or a sort of white gradient shader).

if you made a code change, how do I only download the executable part or data that was changed without downloading the whole thing ?

#### #5 - 05/16/2010 01:09 am - rti

I think I got the same error here when trying to run WorldEditor using Direct3D in a WinXP VM:

```
2010/05/16 00:52:11 INF 3a0 world_editor_r.exe dru.cpp 176 NL3D::CDRU::createD3DDriver : Using the library 'nel_drv_direct3d_win' that is in the directory: 'nel_drv_direct3d_win_r.dll'
```

```
2010/05/16 00:52:11 WRN 3a0 world_editor_r.exe driver_direct3d_shader.cpp 377 NL3D::CDriverD3D::activeShader : Can't create shader 'lightmap0Fx':
```

```
2010/05/16 00:52:11 AST 3a0 world_editor_r.exe driver_direct3d_shader.cpp 402 NL3D::setFX : "drv->activeShader (&s)"
```

#### #6 - 07/24/2010 09:29 pm - molator

Same error with a Radeon Hd4830, DirectX 11 on Windows 7 x86.

It works with OpenGL.

#### Files

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logs.7z	12.6 kB	05/06/2010	browser_ice
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