

## Ryzom - Bug # 877

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	grego	<b>Category:</b>	
<b>Created:</b>	05/11/2010	<b>Assignee:</b>	
<b>Updated:</b>	07/18/2010	<b>Due date:</b>	
<b>Subject:</b>	World editor crashes on launch ...		
<b>Description</b>	<p>Windows Vista x64 SP1, C++ Studio 2008 SP1 express.</p> <p>World editor compiles, finally figured out the world_editor_classes.xml needs to be in the same directory. Launch the application, dialogs start to come up with information and the program crashes. Debug call stack as follows:</p> <pre>  world_editor_r.exe!CMainFrame::errorMessage(const char * format=0x00000000, ...) Line 492 C++</pre> <p>world_editor_shard_monitor_plugin_r.dll!CPlugin::init(IPluginAccess * pluginAccess=0x012092c8) Line 670 + 0x19 bytes C++ world_editor_r.exe!CWorldEditorApp::loadPlugins() Line 351 C++ world_editor_r.exe!CWorldEditorApp::InitInstance() Line 279 C++ mfc90.dll!6c0171e1() world_editor_r.exe!__tmainCRTStartup() Line 574 + 0x1d bytes C kernel32.dll!76c9e4a5() ntdll.dll!773ecfed() ntdll.dll!773ed1ff()</p> <p>I'm going to recompile in debug mode to grab more information.</p>		

### History

#### #1 - 05/11/2010 05:15 am - grego

- File world\_editor\_d.dmp added

With debug on, program is breaking:

```
void CMainFrame::errorMessage (const char *format, ... ){  
    // Make a buffer string  
    va_list args;  
    va_start( args, format );  
    char buffer1024;  
    sint ret = vsnprintf( buffer, 1024, format, args );  
    va_end( args );  
    theApp.errorMessage (buffer);  
}
```

breakpoint in debugger is the "sint ret = vsnprintf( buffer, 1024, format, args );" line.

dump file attached.

#### #2 - 05/11/2010 11:13 am - kervala

I fixed crash but you will still have an error :)

#3 - 07/18/2010 10:35 am - kerval

Please, is World Editor still crashing ?

**Files**

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world_editor_d.dmp	17.2 kB	05/11/2010	grego
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