

Ryzom - Bug # 987

Status:	Rejected	Priority:	Normal
Author:	Enoril	Category:	
Created:	06/20/2010	Assignee:	
Updated:	12/03/2010	Due date:	
Subject:	EGS Segmentation fault under ubuntu x64		
Description	<p>Hello,</p> <p>EGS service crash at launching under ubuntu x64</p> <p>After a little discution with kervala, i've launch EGS under debug mode with gdb tool.</p> <p>You will find below the result :</p> <pre>/ryzom_code_linux/code/ryzom/server\$ gdb ./src/entities_game_service/entities_game_service_debug</pre> <p>GNU gdb (GDB) 7.1-ubuntu <blabla> Reading symbols from /ryzom_code_linux/code/ryzom/server/src/entities_game_service/entities_game_service_debug...done.</p> <p>(gdb) run</p> <p>Starting program: /ryzom/ryzom_code_linux/code/ryzom/server/src/entities_game_service/entities_game_service_debug [Thread debugging using libthread_db enabled] INF f7fd6720 command.cpp 145 registerNamedCommandHandler <Unknown> : CCommandRegistry : adding commands handler for class 'CModuleManager' INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'AdminExecutorService' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'AdminExecutorServiceClient' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'AdminService' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'AnimSessionManager' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'CharNameMapperClient' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'CharacterControl' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'ClientCommandForwader' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'GuildUnifier' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'LocalGateway' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'LoggerServiceClient' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'ShardUnifierClient' factory INF f7fd6720 module_manager.cpp 228 addModuleFactoryRegistry <Unknown> : Adding module 'StandardGateway' factory INF f7fd6720 service.cpp 256 cbDirectoryChanged EGS : SERVICE: 'ConfigDirectory' changed to '/ryzom/ryzom_code_linux/code/ryzom/server/'</p>		

Program received signal SIGSEGV, Segmentation fault.
0x00000000143b15c in NLNET::cbDirectoryChanged(NLMISC::IVariable&) ()

(gdb) bt

```
0x00000000143b15c in NLNET::cbDirectoryChanged(NLMISC::IVariable&) ()
0x0000000014422f1 in NLNET::IService::main(char const*, char const*, unsigned short, char const*, char const*, char const*) ()
0x000000000b3ad89 in main (argc=1, argv=0x7ffffffe298)
at entities_game_service.cpp:2119
```

At the line 2119 in entities_game_service.cpp, we've found this:

```
NLNET_SERVICE_MAIN( CPlayerService, "EGS", "entities_game_service", 0, EmptyCallbackArray, "", "" );
```

But, after search and test, i don't find the reason of this crash.
All others services are launched correctly except eggs.

Need some help :)

Related issues:

duplicated by Ryzom - Bug # 1016: entities_game_service segfault in ubuntu 64...

Validated

07/13/2010

History

#1 - 06/25/2010 01:06 pm - vonbister

Same issue on Ubuntu 10.4 amd64.

Solved by changing line 259 of code/nel/src/net/service.cpp

from:

```
if (var.getName() "RunningDirectory")
```

to:

```
if (var.getName().c_str() "RunningDirectory")
```

note: i had to do a full rebuild, 'make_all' didn't rebuild nel when i changed the file.

#2 - 06/25/2010 01:28 pm - kervala

```
if (var.getName().c_str() == "RunningDirectory")
```

is not correct neither :(

Because it's always "false": var.getName().c_str() is the pointer on var string and "RunningDirectory" is the pointer on a different static string.

If you want to compare 2 char*, you should use `strcmp(var1, var2) == 0`

If you changed that and it doesn't crash anymore, that's a problem with `chdir (vp.c_str());`

#3 - 06/27/2010 02:36 pm - promethium

vonbister wrote:

Same issue on Ubuntu 10.4 amd64.

Solved by changing line 259 of `code/nel/src/net/service.cpp`

I have the same problem with ubuntu 10.10 x86_64 (does it work for anyone with 64 bits ubuntu ?).

I tried everything around those line (checking for null or empty path, commenting out the test), and cleaning out everything before rebuilding (by uncommenting cleanup lines in `make_all`, is it the right thing to do ?), but it doesn't seem to have any effects on the error for me.

#4 - 12/03/2010 03:28 pm - kerval

- Status changed from New to Rejected

That's a duplicate of #1016 and since there are more details there, we'll use the other issue :)