

## Ryzom - Bug # 1490

<b>Status:</b>	Resolved	<b>Priority:</b>	Normal
<b>Author:</b>	sfb	<b>Category:</b>	Services: General
<b>Created:</b>	09/12/2012	<b>Assignee:</b>	sfb
<b>Updated:</b>	09/12/2012	<b>Due date:</b>	
<b>Subject:</b>	Created a named item when running the server in debug mode leads to a full stop.		
<b>Description</b>	<p>When you issue a <code>createNamedItemInBag</code> command when your EGS is running in debug mode it encounters a full stop with the following logging:</p> <pre>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</pre> <p>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:</p> <pre>TLogNoContext_Item    noContext;</pre>		

### 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.