

Erledigt

Final Cut bekommt ne Panik!

Beitrag von „ptvi“ vom 28. Dezember 2015, 15:24

Mein Hackintosh treibt mich in den Wahnsinn 😊

Hardware

Mac Pro (Early 2008)

3,6 GHz Intel Core i7

16 GB 1777 MHz DDR3

NVIDIA GeForce GTX 960 4095 MB

Software is Yosemite - last Update + Final Cut X Version 10.2.2

Nach ein paar Minuten arbeiten im Final Cut schließt es sich von selbst und ich bekomme folgende Fehlermeldung

message:Process: Final Cut Pro [823]

Path: /Applications/Final Cut Pro.app/Contents/MacOS/Final Cut Pro

Identifier: com.apple.FinalCut

Version: 10.2.2 (269216)

Build Info: ProEditor-26921006056000000~1

Code Type: X86-64 (Native)

Parent Process: ??? [1]

Responsible: Final Cut Pro [823]

User ID: 501

Date/Time: 2015-12-24 11:30:09.943 +0100

OS Version: Mac OS X 10.10.5 (14F27)

Report Version: 11

Anonymous UUID: 9D19F456-0F3F-F098-4B41-8F8EB6358F49

Time Awake Since Boot: 1800 seconds

Crashed Thread: 60 com.apple.dominantMotionTrackerWorker Dispatch queue: openccl_runtime

Exception Type: EXC_CRASH (SIGABRT)

Exception Codes: 0x0000000000000000, 0x0000000000000000

Application Specific Information:

abort() called

Application Specific Signatures:

Graphics kernel error: 0x0000002a

Thread 0:: Dispatch queue: com.apple.main-thread

0 libsystem_kernel.dylib 0x00007fff8ce7a4de mach_msg_trap + 10

1 libsystem_kernel.dylib 0x00007fff8ce7964f mach_msg + 55

2 com.apple.CoreFoundation 0x00007fff86029eb4 __CFRunLoopServiceMachPort + 212

3 com.apple.CoreFoundation 0x00007fff8602937b __CFRunLoopRun + 1371

4 com.apple.CoreFoundation 0x00007fff86028bd8 CFRunLoopRunSpecific + 296

5 com.apple.HIToolbox 0x00007fff9128c56f RunCurrentEventLoopInMode + 235

6 com.apple.HIToolbox 0x00007fff9128c2ea ReceiveNextEventCommon + 431

7 com.apple.HIToolbox 0x00007fff9128c12b

_BlockUntilNextEventMatchingListInModeWithFilter + 71

8 com.apple.AppKit 0x00007fff8c3788ab _DPSNextEvent + 978

9 com.apple.AppKit 0x00007fff8c377e58 -[NSApplication

nextEventMatchingMask:untilDate:inMode:dequeue:] + 346

10 com.apple.AppKit 0x00007fff8c36daf3 -[NSApplication run] + 594

11 com.apple.prokit 0x0000000106fb242f NSProApplicationMain + 329

12 com.apple.FinalCut 0x0000000106b64ec0 main + 1344

13 libdyld.dylib 0x00007fff87c015c9 start + 1

Thread 1:: Dispatch queue: com.apple.libdispatch-manager

0 libsystem_kernel.dylib 0x00007fff8ce80232 kevent64 + 10

1 libdispatch.dylib 0x00007fff85c9ba6a _dispatch_mgr_thread + 52

External Modification Summary:

Calls made by other processes targeting this process:

task_for_pid: 23

thread_create: 0

thread_set_state: 0

Calls made by this process:

task_for_pid: 0

thread_create: 0

thread_set_state: 0

Calls made by all processes on this machine:

task_for_pid: 45255

thread_create: 0

thread_set_state: 0

VM Region Summary:

ReadOnly portion of Libraries: Total=495.6M resident=167.3M(34%)

swapped_out_or_unallocated=328.3M(66%)

Writable regions: Total=2.2G written=425.9M(19%) resident=914.8M(40%)

swapped_out=0K(0%) unallocated=1.3G(60%)

REGION TYPE VIRTUAL

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ATS (font support) 33.0M

Activity Tracing 2048K

CG backing stores 10.9M

CG image 792K

CG raster data 37.3M

CG shared images 528K

CoreAnimation 31.3M

CoreAnimation (reserved) 104K reserved VM address space (unallocated)

CoreData Object IDs 4100K

CoreImage 108K

CoreServices 128K

CoreUI image data 88K

Foundation 4K

IOKit 795.5M

IOKit (reserved) 256.0M reserved VM address space (unallocated)

Image IO 644K

Kernel Alloc Once 8K

MALLOC 729.1M
MALLOC (admin) 32K
MALLOC_LARGE (reserved) 168.5M reserved VM address space (unallocated)
Memory Tag 242 12K
Memory Tag 249 156K
Memory Tag 251 48K
OpenCL 384K
OpenGL GLSL 256K
SQLite page cache 7552K
STACK GUARD 56.3M
Stack 42.6M
VM_ALLOCATE 193.7M
__DATA 73.7M
__GLSLBUILTINS 2588K
__IMAGE 528K
__LINKEDIT 120.1M
__TEXT 375.6M
__UNICODE 552K
mapped file 396.1M
shared memory 68K
===== =====
TOTAL 3.3G
TOTAL, minus reserved VM space 2.8G

Model: MacPro3,1, BootROM MP31.006C.B05, 4 processors, Intel Core i7, 3.60 GHz, 16 GB, SMC 1.25f4
Graphics: NVIDIA GeForce GTX 960, NVIDIA GeForce GTX 960, PCIe, 4095 MB
Memory Module: DIMM1, 8 GB, DDR3, 1777 MHz, Kingston, KHX1866C10D38G
Memory Module: DIMM2, 8 GB, DDR3, 1777 MHz, Kingston, KHX1866C10D38G
Network Service: Ethernet, Ethernet, en0
PCI Card: Unknown, Ethernet, Ethernet
PCI Card: NVIDIA GeForce GTX 960, Display Controller, PCI Slot 0
Serial ATA Device: SAMSUNG HD103SI, 1 TB
Serial ATA Device: ST31000333AS, 1 TB
Serial ATA Device: Samsung SSD 850 EVO 500GB, 500,11 GB
Serial ATA Device: WDC WD15EADS-00P8B0, 1,5 TB
Serial ATA Device: WDC WD10EACS-00ZJB0, 1 TB
Serial ATA Device: ST3000DM001-1CH166, 3 TB
USB Device: Extreme
USB Device: Hub
USB Device: USB-PS/2 Optical Mouse

USB Device: USB Audio CODEC
USB Device: Composite Device
USB Device: Dell USB Keyboard
USB Device: USB2.0 Hub
USB Device: USB2.0 Hub
USB Device: Hub
Thunderbolt Bus:

Beitrag von „Adnarel“ vom 28. Dezember 2015, 20:26

Habe keine Ahnung von FinalCut, aber opencl_runtime klingt stark nach Grafikkarte(ntreiber)

Ist das Phänomen neu (oder schon immer so?)

Gab es da ein Update?

Kann man bei FinalCut zwischen OpenCL und CUDA wählen in den Presets?

Software mode als Notlösung?

Beitrag von „fblaese“ vom 26. Januar 2016, 19:57

Falls das Problem noch nicht gelöst ist:

Zumindest unter OS X 10.11.2 und zugehörigen nvidia Treibern gab es Probleme mit Final Cut Pro X.

Für 10.10.5 (falls du das noch verwendest) könnte ein älterer Treiber dein Problem lösen, andernfalls wurde das Problem mit dem neuesten Treiber (346.03.05f01) für 10.11.3 gelöst.

Siehe auch [hier](#).

Beitrag von „griven“ vom 30. Januar 2016, 23:07

Irgendwie bekommt nvidia da keine Kontinuität rein. Die neueren Treiber führen wieder zu FCX Abstürzen...