

The background features a dark blue gradient with a subtle starry pattern. On the left side, there are several overlapping circular elements: a large scale with tick marks and numbers (40, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260) and several smaller circles with dashed lines and arrows, suggesting a technical or scientific theme.

# BILL GATES & ANDREAS DIARY

MY PATH TO ARTIFICIAL INTELLIGENCE IS BASED ON A DIARY

## DAS TAGEBUCH

MEIN WEG ZUR KÜNSTLICHEN INTELLIGENZ BASIERT AUF EINEM TAGEBUCH

Langenthal Switzerland 2023-06-25

## Someone wants to shoot down the Bill Gates GitHub rufflelights in the firmament

"Ruffle fever" will break out in the next few days, weeks or months. But the rufflelights from Bill Gates GitHub are shot down in the firmament. Therefore, because here in Switzerland IT Kalashnikovs prevail. Kalashnikov (Russian Калáшников) is the common name for a series of Soviet-Russian assault and machine guns based on the original model AK (Russian Автомат Калашникова, dt Automat Kalashnikov)[3] and named after its developer Mikhail Timofejewitsch Kalashnikov. A rare spelling is Kalashnikov.

Old rifles from the Swiss army do not show the Swiss from their best side. Rage about NATO like Aeschi in the A-Arena from us on Swiss television. But NATO is a defense alliance and not a cheetah leader of the desert guard in Africa. Actually, there are hippos on the Nile there, we're not talking about them here.

The Ruffle kernel is packed into a ZIP along with some other important files. Our new portal is also called that from today. Until then, in addition to ruffle.rs, ruffle.zip will also shine at the forefront, like the North Star in the northern lights sky.

The Pole Star is the brightest star in the constellation of the Little Bear. Because of its relatively high apparent magnitude of 2 mag and because it is close to the north pole of the sky, it is a good means of determining true north.

So the fever in the IT jungle: The Ruffle.zip with the kernel always blooms in the worldwide compressed product package Ruffleshop - Rufflesafe - Rufflelight, which also contains a compressed kernel. It's included several times, and in the case of the Encrypted, two are delivered in parallel with different buttons at the back of the shopping cart order.

*n0samu commented 13 hours ago*

*Sorry, it looks like we broke something in the latest Ruffle release. For now, you can fix your site by downgrading it to yesterday's release. Just change your Ruffle script tag from this:*

```
<script src="https://unpkg.com/@ruffle-rs/ruffle"></script>
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*To this:*

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```

Selected photo above of the dialogue in the chat room, which also triggered somewhat confusing emails - eavesdroppers from the telephone network and emails then misunderstood this

This message (see blue frame above) shows what I discussed on Saturday for 8 hours with Silicon Valley using Bill Gates GitHub with about four work colleagues there in San Francisco.

It was now thought that I would suddenly feel bad on Saturday because the listeners had been irritated. For years I was caught on highlights and websites from Rufflesop.de etc. and constantly attacked when I was successful.

But yesterday Saturday 2023-06-25 it was supposed to be a low point for me. The longest Saturday - great for Raid2.

On the one hand I wrote the following letter, which I then handed in when the canton of Bern coat of arms boys attacked me. On the other hand, everything went well professionally and on the very last page I show the graphic that then garnished the

capture of Steiner's funds for Langenthal.eu (legal purchase for Fr. 200,000.- per immediately on Saturday). Muffs Jan Meyers Jan Burgdorfer's Day of Reckoning is now so upside down. Only the blood rushes into my eye on Saturday. A boxing match and stadium accident 2, this time only on the head, no longer on my pulleys everywhere with Death Star lead bullets slipping over after Wissemurg's death letter.

The Saturday total work also contained other things such as new astronaut Matthias advertising slogan and also a new established domain (ZIP station soon construction work until October)

A print shop book comes to every device in the world without installation and maintenance in the current flow. Ein Druckerei-Buchwerk kommt ohne Installation und Wartungen im Stromfluss auf jedes Gerät der Welt (Kernel).

https://github.com/aluetz?tab=projects

Overview Repositories 3 Projects Packages Stars 2

**Andreas**  
aluetz · he/him

Swiss Table Tennis player O50 4. Leagues of Switzerland; like womens and my <sup>TM</sup>Preprocessor® .ch Website

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### Welcome to the all-new projects

Built like a spreadsheet, project tables give you a live canvas to filter, sort, and group issues and pull requests. Tailor them to your needs with custom fields and saved views.

Learn more

isopen New project

1 Open 0 Closed Sort

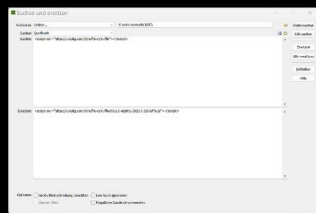
**Rufflesafe.com and Rufflight.com**  
#1 updated 37 minutes ago

A print shop book comes to every device in the world without installation and maintenance In the current flow. Ein Druckerel-Buchwerk kommt ohne Installation und Wartungen im Stromfluss auf jedes Gerät der Welt (Kernel).

If there is a new one of the daily security monitorings, then this is an error message caused, this is very rare. About twice a year after my experiences. But you can use the one day older version of the script than the valid one everywhere replace it so that it runs like this again for half a year. Or bring back old version from backup after three days.

```
<script src="https://unpkg.com/@ruffle-rs/ruffle"></script>
```

Wenn es mal eine neue der täglich erfolgenden Sicherheits-Überwachungen gibt, die dann eine Störmeldung verursacht, so ist dies sehr selten. Etwa zweimal pro Jahr nach meinen Erfahrungen. Man kann beim Skript; aber die eine Tag ältere Version dann als die gültige überall ersetzen, so dass es dann wieder ein halbes Jahr so läuft. Oder nach drei Tagen alte Version aus Backup zurückbringen.

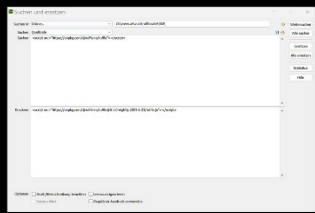
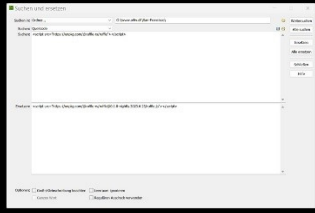
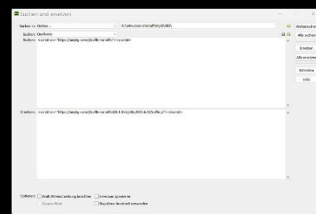
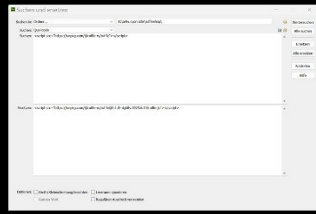


Change once each year the URL to the older version and after 3 days change them back with an old copy backup:

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Sehr geehrte Damen und Herren der Direktion

Sehr geehrter Herr Dr. Kinsbergen Sehr geehrte Frau Würbel

Police Minister H.J. Käser's Elzmatte piano piece with Mozart is used by 30-year-old Bernese canton officials here on Fabrik2-Oberhardstrasse to ring me out for years (Mozart bell apparently only installed in my house x years ago), hadn't been a step outside of my telephone network GitHub Bill Gates on Saturday.

Since the Queen of Germany on Theresienstrasse, A. Lützenberger has only had Deitli ring with the little dogs of the predecessor H.J. Käasers, who always lived next to me and I always went for walks with Deitli.

On the street gang side, I never had a chance here. Here I am sometimes strangled with lawnmower decibels under the bedroom if I have to.

I just told 911 all the shame. The bell has to be removed, otherwise I can't even play Heidi and Peter here. Andreas Lützenberger wrote the new Langenthal.eu night version of the press

# SRO Direktion

Sehr geehrte Damen und Herren der Direktion

Sehr geehrter Herr Dr. Kinsbergen Sehr geehrte Frau Würbel

Langenthal Switzerland 24-25.6.23

Yesterday I presented myself completely naked with only underpants at work. On Saturdays I was always alone. Steiner's at my temple ...

My last girlfriend said I should kill everyone else here who raped her too. Now she will only come back from abroad after my body in October, which Steiner and Fabian Dunantstrasse have already scheduled this year.



**Deidesheim**

Three from GitHub over 4 years today in conversation with remote Had San Francisco. See below:

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Above: Handwriting of the staff of the World Security Agency GitHub from Saturday June 24th, 2023

**PROOF OF WORK** Andreas Lützenberger on Saturday morning - afternoon - police patrol arrival via the wiretapping telephone network



6 a.m. to 1 p.m. and 2 p.m. to the arrival of the police on the bell, the old piano tones from Käser's Hansjürg's police inspector's school building in Elzmatte Singhalle.

1832 -1845 Germany's Queen used to rattle at the gate on Theresienstrasse A. Lützenberger, Anna was the name of my ancestor, beautiful foreign office assistant to the Queen herself, Germany's first teacher. Looking into my blood stained eyes right now in the mirror, I see this beautiful ancestor inside me plus mother's charisma beauty in the silhouette.

Above you can see that I overtook Microsoft two days today Saturday, they start releasing on Monday, I had done it according to the instructions above in the script text for one of the three long-distance calls to San Francisco Rudi Puhdy and presented to the world how to do it Perspective realized by 20 to 30 year old customers worldwide.

The astronaut is making a new statement everywhere, starting today. The power enters all devices via the CPU to the AI of the GPU. The release error upgrade today is always like this, so the man upstairs from America apologizes to me, but in the future he will teach me as a full expert research ruffle to mutate the previous releases until Microsoft corrects them on Monday. In addition, www.ruffle.zip was bought into my empire Ruffles. Belongs to me. Has been groomed. And the new world slogan of the astronaut Matthias Maurer. Everyone is now more and more understanding of the legally successful Swisscom patenting 2019 by Swisscom in Bonn plus mine at ige.ch 2019 three months after the purchase of Bitdefender next to father's and Vreni's fashion store Adler in the IT store in Neustadt near the Hambach Castle.

Steiner-Leuthard could not move Fabrik2 data to Aargau, but everything burned down anyway, three months later patenting. Swiss world-famous watch brand thus came into being. PHP Preprocessor is better known than anything else, once used by IBM, then only PHP known without full listing in Wikipedia initially in 2019.

Andreas Lützenberger wrote the new Langenthal.eu night version of the press

The police just checked if I was healthy! ! ! Was inside my living room all day

I wrote the PDF to the police beforehand after 8 hours of idle work with San Francisco. I wrote down the names in the chat.

Mit freundlichen Grüßen  
Andreas Lützenberger

# SRO Direktion vom 24.6.2023

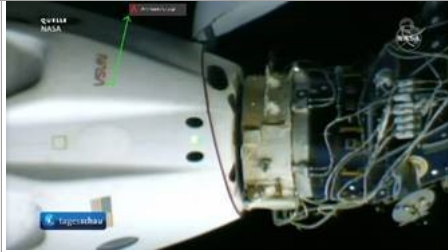
Sehr geehrte Damen und Herren der Direktion  
Sehr geehrter Herr Dr. Kinsbergen  
Sehr geehrte Frau Würbel

I was able to work a good 8 hours today. However, the switchboards are crazy. During breaks, phones are obviously manipulated by the threatening 20- to 30-year-olds who last issued their death threats in my Fabrik2-Oberhardstrassen, next time there will be another dive from the front for your surgery. According to KAWEDE, they smashed everything with a stick for about the second time. I challenge you on [www.langenthal.eu](http://www.langenthal.eu) to buy from me faster than the goal of all so many 20- to 30-year-olds who, at the age of 55, want to become active athletes with your management departments of the endless commemoration in my memory and the dismissals from your trade. Otherwise always in my Ruffleshop graphics branch like now worldwide in the Ruffle market in e-commerce. Fixed a windows update from Ruffle today before the San Francisco ones can fix and rectify it starting Monday. I find this machine part for the whole world to be unique. In 2019, the patent was registered by Swisscom in Bonn without my will, where I registered it with ige.ch. I hereby request you to stop the phone surveillance according to Dr. H. Wys's testimony immediately, as during the highlight in December, together with a testimony from Jan Meyer in the Rebstock Gasthaus in Langenthal, came into my ear over the phone that he wanted to kill me.

*Andreas Lützenberger*

# Comparison of cooperation with «Bill Gates» GitHub and Andreas Lützenberger. I would like to explain this as follows.

A completely separate company includes the part of the rockets and the capsules and docking with the docking module



Another company includes the part with the ISS (base).



I as Andreas Lützenberger dealt with the Ruffle for 8 years and was just hoping for a docking module, which then came with Ruffle in May 2022 but only reduced in a plug-in and by who knows who

Since 2019, GitHub has also been involved with the «Project Ruffle» with the takeover of Bill Gates Microsoft as a manufacturer device consortium and launched the plug-in in May 2022



Since May 22, I've felt like this Bill Gates has been whipping me up to the point that I've become a rocket myself week in and week out!



«Unknowingly got into Bill Gates business flow for 10 years: Andreas Lützenberger». With Ruffle, a world security standard was created within a year from a perspective similar to that of the ISS, but which is dependent on docking companies (e.g. on Ruffleschop.de; A4Web.de)

<p><b>Latest example of my help for Bill Gates:</b></p> <p><u>Diary aluetz [pdf]: on the longest Saturday, June 24, I corrected Bill Gate's GitHub release by 5 p.m. for my products regarding the SSL2 socket, then Gate's team released by 2 a.m. Sunday morning for all 50 billion devices in the world</u></p> <p><a href="#">in German written here: pdf</a></p>	<p>Also dependent on debugger report submissions, which even help the American project on a weekly basis to correct the project on the long road to introducing world security.</p>
<p>Only at the last moment of many years of cooperation with Ruffle (since 2019 with Bill Gates before with other world-famous large corporations) does it become obvious: Bill Gates is my silent joint venture high business partner</p>	<p>Since May 2022, there has been a steep upward trend every week. It went very high, week after week, to the ruffle as the world safety standard. And contradicts the rhetoric of IT professionals not only in Switzerland but worldwide</p>
<p>Since Christmas 2022, GitHub (Bill Gates) then flooded the worldwide internet with the SSL2 socket and my collaboration with artificial intelligence became clearer to me and it was like December 2022, as if me and my father were personally gifted by Bill Gates.</p>	<p>Today, in August 2023, I am certain that NATO is still the higher consortium behind Ruffle, which strikes me as uncanny, the products in my Ruffle project for about 10 years have been docking products such as the rocket factory for spacecraft from the rocket to the probe until docking) to the Ruffle SSL2 socket layer unique worldwide. And testify to the total identity with Bill Gates GitHub as a supplier of products for the Ruffle SSL2 socket of the world security standard since May 2022 or Christmas 2022. Not as SpaceX, so to speak, but in this joint venture here as A4Web Langenthaler Andreas Lützenberger in the joint Venture with GitHub Bill Gates Ruffle Socket – docked like the spaceship in the photo (see docking capsule above left).</p>

Yes, the GitHub joint venture Gates with Bill Gates GitHub is a reality

In the Migros restaurant, I spoke to father Erich Lützenberger, a former joint venture partner, about the fact that I had fed his graphic designer and journalist certificates scientifically through his conversations with him for decades in the closest circle in a secret service totally covered private sphere. Last decade I was making books under the printer's license, the lights from NATO or GitHub.

Weekday releases have been my daily business for months, to which I always had to react.

So my things were books and clocks. Target up to 30 years i.e. book trade. But now world security products. And how long did I anticipate this? A long time before that, before the start of the 2019 upgrade. My Exe issues were overlooked for about 12 years. I stuck to the opposite but from the IT flash character assassination and for graphic book making. It's called artificial intelligence GPU. Stuck in expertise technically safe ruffle. In 2018, Microsoft acquired GitHub. I joined the parallel flow stream from Bill Gates GitHub as of May 2022. Chosen as his product manufacturer. He offered the Socket SSL2 from May 2022 much more important. In September I used to be an Apple partner, Edge Microsoft's gang doesn't understand that. In December, it was initially determined that the partner was larger than Microsoft when I researched a subsidiary, a consortium. Swiss competitors called out the killing at the time, I should be dead Jan Meyer Rebstock Wirt youthful.

Things got even better for me and GitHub after the ruffle swamped around the world with debugging-releases each other. All the devices in the world were quietly developed every day, week after week. For the highest level of world security. But politically I was crushed from day to day. Young people in turn led to Daniel STEINER's gang behavior leading to my death. But the heart is made of DNA but too strong according to German heart surgeons in Bern's Sonnenhof Hospital. We don't die from these things.

So I can bring my feeder to the Rufflesocket SSL2 docking station to everyone in the world to everyone in the world.



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Druckerei international

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Langenthal Switzerland 2023-06-25

# Jemand will die Rufflelights von Bill Gates GitHub am Firmament abschiessen

«Ruffle fever» ist ausgebrochen in baldigen Tagen, Wochen oder Monaten. Aber die Rufflelights von Bill Gates GitHub werden am Firmament abgeschossen. Daher, weil hier in der Schweiz IT- Kalaschnikows vorherrschen. Kalaschnikow (russisch Калáшников) ist die verbreitete Bezeichnung einer Reihe von sowjetisch-russischen Sturm- und Maschinengewehren, die auf dem Urmodell АК (russisch Автомат Калашникова, dt. Automat Kalaschnikow)[3] basieren und nach dessen Entwickler Michail Timofejewitsch Kalaschnikow benannt sind. Eine seltene Schreibweise lautet Kalaschnikoff.

Alte Gewehre der Schweizer Armee zeugen nicht von bester Seite der Schweizer. Toben über die NATO wie Aeschi in der A-Arena von uns im Schweizer Fernsehen. Die NATO sei aber doch ein Verteidigungsbündnis und kein Gepard-Führer der Wüsten-Wache in Afrika. Eigentlich hat es dort Nilpferde am Nil, von denen ist hier nicht die Rede.

Der Ruffle-Kernel wird verpackt mit einigen anderen wichtigen Dateien in ein ZIP. Das neue Portal von uns heisst ab heute auch so. Bis dann neben ruffle.rs auch ruffle.zip ganz vorne leuchten wird wie etwa der Nordstern am Polarlichthimmel.

Der Polarstern ist der hellste Stern im Sternbild Kleiner Bär (im Deutschen volkstümlich auch Kleiner Wagen genannt). Da seine scheinbare Helligkeit mit 2 mag relativ hoch ist und er nahe dem Nordpol des Himmels steht, ist er ein geeignetes Mittel zur Feststellung der geografischen Nordrichtung.

*n0samu commented 13 hours ago*

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Das Fieber im IT-Dschungel also: Um das Ruffle.zip mit dem Kernel blüht immer im weltweiten komprimierten Produkt-Paketes Ruffleshop – Rufflesafe – Rufflelight, wo ein ebenfalls komprimierter Kernel drin ist. Mehrfach drin ist und beim Encrypted sogar parallel zwei ausgeliefert mit unterschiedlichen Buttons hinten beim Warenkorb-Bestellen.

## Herausgesuchtes Foto oben vom Dialog im Chat-Room, der aber auch etwas verwirrende Mails auslöste – Abhörer vom Telefonnetz und Mails verstanden dies dann noch falsch

Diese Meldung (oben siehe blauer Rahmen) zeigt jenes, was ich diskutiert hatte am Samstag über 8 Stunden mit Silicon-Valley mit Bill Gates GitHub mit etwa vier Arbeitskollegen dort in San Francisco.

Man meinte jetzt, es ginge mir plötzlich schlecht am Samstag, da die Abhörer irritiert worden sind. Jahrelang wurde ich so bei Highlights und ab Webseiten von Ruffleshop.de etc. abgepasst und ständig bei Erfolgen also überfallen.

Aber gestern Samstag 2023-06-25 sollte es gerade ein Tiefpunkt bei mir sein. Der längste Samstag – bestens für Rücküberfall2.

Einerseits schrieb ich nachfolgenden Brief, gab diesen dann beim Überfall der Kantons Berner Wappenjungen mit zum Abgeben. Andererseits ist beruflich alles geglückt und auf der ganz letzten Seite zeige ich noch die Grafik, die dann die Eroberung von Steiners Gelder für langenthal.eu (legaler Abkauf für Fr. 200'000.- per sofort doch noch garnierten am Samstag). Muffs Jan Meyers Jan Burgdorfers Tag der Abrechnung ist jetzt aber so auf den Kopf gestellt. Nur das Blut strömt am Samstag in mein Auge. Ein Boxkampf und Stadion-Unfall 2, diesmal nur am Kopf, nicht mehr an meinen Seilzügen überall mit Todesstern-Bleikugeln-Überlufung nach Todesbrief von Wissemurgs.

Die samstägliche Total-Arbeit enthielt auch anderes wie neuer Astronaut Matthias Werbeslogan und auch eine neue eingerichtete Domaine (ZIP-Bahnhof demnächst Bauarbeiten bis Oktober)

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https://github.com/aluetz?tab=projects

Overview Repositories 3 Projects Packages Stars 2

**Andreas**  
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Swiss Table Tennis player O50 4. Leagues of Switzerland; like womens and my <sup>TM</sup>Preprocessor® .ch Website

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- support@4whosting.ch
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### Welcome to the all-new projects

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Learn more

is:open New project

1 Open 0 Closed Sort

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Sehr geehrte Damen und Herren der Direktion

Sehr geehrter Herr Dr. Kinsbergen Sehr geehrte Frau Würbel

Polizeiminister H.J. Käfers Elzmatte Klavierstück mit dem Mozart  
gebrauchen hier an den Fabrik2-Oberhardstrassen 30jährige Berner  
Kantonsbeamte um mich hier jahrelang outzuklingeln (Mozartklingel  
offenbar nur bei mir vor x-Jahren eingebaut worden), war keinen Schritt  
ausserhalb meines Telefonnetzes GitHub Bill Gates gewesen am Samstag.

Seit der Königin Deutschlands an der Theresienstrasse kamen bei A. Lützenberger nur Deitli klingeln mit Hündchen des  
Vorfolgers H.J. Käfers, der immer neben mir wohnte und ich immer Gassi mit Deitli spazieren ging.

Auf Strassengangsseite hatte ich hier nie eine Chance. Hier werde ich auch mit  
Rasenmäher-Dezibel unter Schlafzimmer schon mal erwürgt, wenn' s sein muss.

Ich sagte dem Polizeinotruf alle Schande soeben. Die Klingel muss abmontiert werden, sonst kann ich nicht mal Heidi  
und Peter hier spielen.

Andreas Lützenberger schrieb neue Langenthal.eu Nachtversion Presse

## SRO Direktion

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Langenthal Switzerland 24-25.6.23

Völlig nackt präsentierte ich mich nur mit Unterhosen am Arbeitsplatz gestern. Am Samstag war ich immer alleine. Steiner's klingelten ...

Meine letzte Freundin sagte, ich solle die anderen hier alle umbringen, die auch sie vergewaltigten. Jetzt kommt diese erst nach meiner Leiche im Oktober zurück aus dem Ausland, was Steiner und die Fabian Dunantstrasse so bereits terminierten auch dieses Jahr.



Drei von GitHub über 4 Jahre heute  
im Gespräch fern mit San Francisco gehabt. Siehe unten:

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```

oben: Handschrift Mitarbeiter Weltsicherheitsbehörde GitHub vom Samstag 24.6.2023

**ARBEITSNACHWEIS Andreas Lützenberger am Samstag Vormittag - Nachmittag - Polizeipatrouilleankunft über die Abhörung Telefonnetzwerk**

6 bis 13 Uhr und 14 bis Ankunft der Polizei an Klingel, die alten Klavier-Töne aus Käasers Hansjürgs Polizeiinspektor Schulhaus Elzmatte Singhalle stammt.

1832 -1845 klappert an Theresienstrasse früher Deutschlands Königin an die Pforte A. Lützenberger, Anna hieß meine Vorfahrin, bildhübsche Auswärtige Amts-Gehilfin der Königin selbst, erste Lehrerin Deutschlands. Wenn ich soeben in meine blutüberströmte Augen sehe im Spiegel, sehe ich diese schöne Vorfahrin in mir drin plus Mutters Charisma Schönheit in der Sillouette.

Oben sieht man, daß ich Microsoft heute Samstag zwei Tage überholt habe, jene beginnen montags mit dem Release, ich hatte es gemäss Anleitung oben im Skripttext nachlesbar für einen der drei Ferngespräche nach San Francisco Rudi Puhdy erledigt und der Welt präsentiert wie man dies dann aus Sichtweise von 20 bis 30jähriger Kundschaft weltweit selbst realisiert.

Der Astronaut macht neu ab heute eine Aussage überall. Der Strom gelangt in alle Geräte hinein über CPU zur KI der GPU. Der Releasefehlupgrade heute ist immer mal so, daher entschuldigt der Mann oben aus Amerika sich bei mir, lernt mich aber in Zukunft als Volfachmann Forschung Ruffle, die vorherigen Releases zu mutieren bis dann Microsoft am Montag korrigiert.

Zudem wurde www.ruffle.zip in mein Imperium Ruffles aufgekauft. Gehört mir. Wurde präpariert. Und der neue Weltslogan des Astronautens Matthias Maurer. Alle begreifen jetzt mehr und mehr die juristische gelungene Swisscom-Patentierung 2019 durch Swisscom in Bonn plus meine bei ige.ch 2019 drei Monate nach dem Kauf von Bitdefender neben Vaters und Vrenis Modegeschäft Adler im Markt Informatik in Neustadt beim Hambacher Schloss.

Steiner-Leuthard konnten Fabrik2-Daten nicht in den Aargau abziehen, trotzdem brannte alles nieder, drei Monate später Patentierung. Schweizer weltbekannteste Uhrenmarke so entstanden somit. PHP Preprocessor ist bekannter als alles andere, einst von IBM in Gebrauch gewesen, dann nur noch PHP bekannt ohne Vollausschreibung in Wikipedia zunächst im Jahr 2019.

Andreas Lützenberger schrieb neue Langenthal.eu Nachtversion Presse

*Polizei überprüfte soeben, ob ich gesund sei! ! ! War ganztags innerhalb meines Wohnraumes*

Ich habe der Polizei anbei das PDF vorher in Ruhe geschrieben nach 8 Stunden ruhender Arbeitens mit San Francisco. Ich habe die Namen im Chat notiert.

Mit freundlichen Grüßen

Andreas Lützenberger

Zeitungen Zeitschriften

**A4Web Langenthaler.ch Schweizerinnen.ch**

# SRO Direktion vom 24.6.2023

Sehr geehrte Damen und Herren der Direktion  
Sehr geehrter Herr Dr. Kinsbergen  
Sehr geehrte Frau Würbel

Ich konnte gut 8 Stunden heute arbeiten. Jedoch die Telefonzentralen spinnen. Bei Pausen werden Telefone manipuliert offenbar von der drohenden 20- bis 30Jährigen, die zuletzt in meinen Fabrik2-Oberhardstrassen deren Morddrohung ausgesprochen hatten, bei nächsten mal gibt es wieder einen Hechtsprung von vorne für Ihre Chirurgie. Gemäss auch KAWEDE mit Stecken alles zerschlagen zum zweiten Mal etwa.

Ich fordere Sie auf [www.langenthal.eu](http://www.langenthal.eu) mir schneller abzukaufen als das Ziel dieser aller so vielen 20- bis 30Jährigen, die mir als 55Jähriger Aktivsportler eins einsebeln wollen mit Ihrer Direktionsabteilungen der fristlosen Gedenken bei mir im Gedächtnis und der Entlassungen aus Ihrem Gewerbe. Sonst immer in meiner Ruffleshop-grafischen Branche wie jetzt weltweit im Markt von Ruffle im E-Commerce. Heute ein Windows-Update von Ruffle repariert, bevor die von San Francisco es ab Montag korrigieren und berichtigen können.

Dieses Maschinenteil für die ganze Welt empfinde ich als einzigartig. 2019 wurde diesbezüglich von der Swisscom in Bonn das Patent registriert ohne mein Wille, wo ich es bei der ige.ch registrierte.

Ich fordere Sie hiermit auf, die Telefonüberwachung gemäss Dr. H. Wyss Aussage sofort einzustellen, wie während des Highlights im Dezember mitsamt einer Aussage von Jan Meyer im Rebstock Gasthaus in Langenthal mir per Telefon ins Ohr gekommen ist, dass er mich töten wolle.

Andreas Lützenberger

# Vergleich Zusammenarbeit mit «Bill Gates» GitHub und Andreas Lützenberger. Gerne erkläre ich diese wie folgt.

Eine völlig selbständige Firma beinhaltet den Teil der Raketen und den Kapseln und dem Andocken mit dem Andock-Modul



Eine andere Firma beinhaltet den Teil mit der ISS (Basis)



Ich als Andreas Lützenberger befasste mich 8 Jahre lang mit dem Ruffle und hoffte lediglich auf ein Andockmodul, was mit Ruffle dann kam im Mai 2022 lediglich aber reduziert in einem Plug-in und von weiss wem

GitHub befasste sich seit 2019 mit der Übernahme von Bill Gates Microsoft als Herstellergeräte-Konsortium ebenfalls mit dem «Project Ruffle» und brachte im Mai 2022 den Einstieg mit dem Plug-in



Seit Mai 22 kam es mir so vor, als peitsche mich dieser Bill Gates zusätzlich an, so dass ich selbst zu einer Rakete geworden bin Woche für Woche!



«Unbewusst 10 Jahre in Bill Gates Geschäftsfluss geraten: Andreas Lützenberger». Mit Ruffle entstand binnen einem Jahr ein Weltsicherheitsstandard auf Sichtweise wie etwa der ISS, die aber auf Andock-Firmen angewiesen ist (etwa auf Ruffleshop.de; A4Web.de)

### Neustes Beispiel meiner Hilfe für Bill Gates:

Tagebuch aluetz [pdf]: am längsten 24.6.-Samstag korrigierte ich Bill Gates GitHub-Release bis 17 Uhr für meine Produkte bezüglich dem SSL2-Socket, dann Gate's Team bis 2 Uhr Sonntag früh für alle 50 Mrd Geräte der Welt released

Angewiesen auch auf Debugger-Rapport-Einsendungen, die dem Projekt der Amerikaner sogar noch wöchentlich helfen, das Projekt zu korrigieren auf dem langen Weg der Einführung der Weltsicherheit.

Erst im letzten Moment langjähriger Zusammenarbeit mit Ruffle (seit 2019 also mit

Seit Mai 2022 ging es wöchentlich steil nach oben. Es ging Woche um Woche sehr hoch



<p>Bill Gates vorher mit anderen weltbekannten Grosskonzernen) ist es offensichtlich: Bill Gates mein stiller Joint-Venture-Highbusiness-Partner</p>	<p>hinauf zum Ruffle als Weltsicherheits-Standard. Und widerspricht der Rhetoriken der ITler nicht nur in der Schweiz, sondern weltweit</p>
<p>Seit Weihnachten 2022 überflutete GitHub (Bill Gates) dann das weltweite Internet mit dem SSL2-Socket und meine Zusammenarbeit mit der künstlichen Intelligenz wurde mir klarer und es war damals so im Dezember 2022, als würde ich und mein Vater von Bill Gates persönlich beschenkt werden.</p>	<p>Heute im August 2023 bin ich mir sicher, dass mit der NATO noch das höhere Konsortium hinter Ruffle steckt, was mir unheimlich vorkommt, die Produkte im meinem Ruffleprojekt seit etwa 10 Jahren sind als Andockprodukte wie etwa die Raketenfabrik für Raumfahrzeuge von der Rakete bis zur Sonde bis zum Andocken) zum Ruffle-SSL2-Socket-Layer einzigartig weltweit. Und bezeugen die totale Identität mit Bill Gates GitHub als Zubringer von Produkten für das Ruffle-SSL2-Socket des Weltsicherheitsstandards seit Mai 2022 respektiv Weihnachten 2022. Sozusagen nicht als SpaceX, sondern in diesem Joint-Venture hier als A4Web Langenthaler Andreas Lützenberger im Joint-Venture mit GitHub Bill Gates Ruffle Socket – angedockt wie das Raumschiff auf dem Foto eben (siehe oben links Andock-Kapsel).</p>

Jawohl, das GitHub Joint-Venture-Gates mit Bill Gates GitHub ist Realität

In Migros-Restaurant sprach ich mit früherem Joint-Venture-Partner Vater Erich Lützenberger darüber, ich hätte seine Grafiker- und Journalisten-Zertifikate durch seine Unterhaltung jahrzehntelang mit ihm in im engsten Kreis in einer geheimdienstlichen total verdeckten Privatsphäre also wissenschaftlich gespiesen. Zuletzt stellte ich ein Jahrzehnt Bücher in der Druckereilizenz her, die Lichter von der NATO oder GitHub.

Werktags-Releases sind dabei monatelang das Tagesbusiness von mir gewesen, auf die ich stets reagieren musste.

Meine Dinge waren also Bücher und Uhren. Ziel bis in 30 Jahren sprich Buchhandel. Jetzt aber Weltsicherheitsprodukte. Und wie lange ahnte ich dies voraus? Sehr lange vorher, vor Aufrüstungsstart 2019 also. Man übersah meine Exe- Ausgaben etwa 12 Jahre lang. Ich hielt mich an das Gegenteil aber vom IT- Flash- Rufmord und für die grafische Buchherstellung. Man nennt es künstliche Intelligenz GPU. Hielt fest an Fachkenntnis technisch an sicheres Ruffle. 2018 übernahm Microsoft GitHub. Ich kam ab Mai 2022 in den parallelen Flussstrom von Bill Gates GitHub. Als sein Produkt Fabrikant auserkoren. Er bot das Socket SSL2 an ab Mai 2022 stark gewichtiger. Im September war ich mal Apple- Partner, Begriff Edge Microsofts Gang nicht. Im Dezember stellte anfangs fest, der Partner war grösser als Microsoft, als dann ein Tochterunternehmen ein Konsortium von mir recherchiert worden war. Schweizer Konkurrenten riefen die Tötung damals aus, ich solle tot werden Jan Meyer Rebstock Wirt jugendlich.

Es kam noch steiler für mich und GitHub nach der Ruffleüberflutung weltweit mit der Debuggens-Releases-Arbeiten gegenseitig. Im Stillen wurden so Woche für Woche alle Devices der Welt täglich entwickelt. Zur höchsten Weltsicherheit. Man zerschlug mich politisch aber von Tag zu Tag.

Jugendliche wiederum führten Daniel StEINERs Gangsverhaltens mich zum Tod. Das Herz aber aus DNA aber zu stark gemäss deutschen Herzchirurgen im Berner Sonnenhof Spital. Wir sterben an diesen Dingen gar nicht.

So kann ich allen auf der Welt mein Zubringer zur Rufflesocket- Andockstation SSL2 jedermann auf der Welt erbringen.

1.  
2. März 2023

2.  
nosamu — 02.03.2023 03:49

must be a very subtle timing issue where in Flash Player, the timer always gets a chance to advance before it is checked, but in Ruffle it comes down to a race condition

3.  
waspennator — 02.03.2023 03:51

Could be so

4. [03:55]

I'm just confused at why the hell its so inconsistent, cause i've been able to get it to work properly sometimes now by retrying twice, exiting to the menu, then going back into the first level through the main menu. (Bearbeitet)

5.  
nosamu — 02.03.2023 03:56

that's how race conditions always are: inconsistent. That's why they're such a huge pain to deal with

6.  
waspennator — 02.03.2023 03:57

Yep, either way moreso just wanted to mention it here since I think this is the first swf i've tested that's been so wildly inconsistent testing wise (Bearbeitet)

7.

nosamu — 02.03.2023 04:09

Ruffle site is updated now!

8. [04:09]

I need to eat something and check other things, but I'll try to write the announcement to post first thing tomorrow

9.

nosamu — 02.03.2023 10:04

interesting: [https://docstore.mik.ua/orelly/web2/action/ch13\\_03.htm](https://docstore.mik.ua/orelly/web2/action/ch13_03.htm)

13.3.4.1. Load movie execution order The loadMovie( ) function is not immediately executed when it appears in a statement block. In fact, it is not executed until all other statements in the block have finished executing. We cannot access an externally loaded movie's properties or methods in the same statement block as the loadMovie( ) invocation that loads it into the Player.

5. März 2023

10.

uqers — 05.03.2023 17:09

On Cathode Raybots (<https://www.newgrounds.com/portal/view/610807/format/flash?emulate=flash>) the game performs a POST to

[https://www.ngads.com/gateway\\_v2.php](https://www.ngads.com/gateway_v2.php) The contents of the POST are:

contentType: application/x-www-form-urlencoded

onData: [type Function]

host: https://uploads.ungrounded.net

movie\_version:

publisher\_id: 1

tracker\_id: 28406:t2wWE07G

command\_id: connectMovie

Is the [type Function] caused by a bug in Ruffle? It doesn't look correct.

Newgrounds.com

[Cathode Raybots](#)

Fight the robots or build the robots that fight the humans!



11.  
Dinnerbone — 05.03.2023 17:12

Can you see what flash player does?

12.  
uqers — 05.03.2023 17:13

I don't have FP

13.  
nosamu — 05.03.2023 17:31

you can easily change that

1

14. [17:31]

I suspect that onData is not supposed to be sent as part of the POST request body at all

15.

[nosamu](#) — 05.03.2023 17:43

it actually seems like a pretty similar issue to <https://github.com/ruffle-rs/ruffle/issues/2092>

GitHub

[getURL has some issues depending on the backend · Issue #2092 · ruf...](#)

getURL(&quot;https://ruffle.rs&quot;;&quot;\_self&quot;;&quot;GET&quot;); Sample: getURL.zip Web An extra character (?) is added to the destination URL. (FIXED) The panic scr...

ruffle-rs/ruffle

## #2092 getURL has some issues depending on the backend



5 comments



**Toad06** opened on December 25, 2020



6. März 2023

16.

[uqers](#) — 06.03.2023 04:50

There's a regression with Castle Crashing the Beard <https://github.com/ruffle-rs/ruffle/issues/9868> (Bearbeitet)

GitHub

[Castle Crashing the Beard - regression · Issue #9868 · ruffle-rs/ru...](#)

Describe the bug when you attack 'The Beard', chips of hair fall off. These chips usually fall off the screen, and Ruffle did that just fine. I tested 2023-03-06 build and it seems...

ruffle-rs/ruffle

# #9868 Castle Crashing the Beard - regression



2 comments



Kz-92 opened on March 6, 2023



1

17.

Fancy2209 — 06.03.2023 09:57

So we gotta castle crash that bug!

18.

Dinnerbone — 06.03.2023 20:21

I've finished updating the AVM1 tracking issues with the current progress to the best of my abilities.

3

19.

Dinnerbone — 06.03.2023 20:39

By counting all the checked vs unchecked boxes, we are 71% on AVM1 API

3

20.

**nosamu** — 06.03.2023 20:41

let's see what my script says

21. [20:43]

here's the script dev-general

22. [20:45]

script says 73%: 2290 of 3150 tasks: 73% complete (Bearbeitet)

23.

**Dinnerbone** — 06.03.2023 20:48

Is that just for the top level issue?

24. [20:48]

I summed every issue either way its a nice progress!

25. **Dinnerbone**

Is that just for the top level issue?

**nosamu** — 06.03.2023 20:51

no

26. [20:52]

automatically calculate the progress of a top-level tracking issue and all of the tracking issues it links to

27.

**Dinnerbone** — 06.03.2023 20:52

Ahh!

28.

**nosamu** — 06.03.2023 20:52

so it adds up the number of tasks in the top-level issue and all linked issues, and the number of completed tasks

29. [20:52]

and then uses that for the percentage

30.



Dinnerbone — 06.03.2023 20:53

Sorry, am on phone so I didn't look too in depth

31.

nosamu — 06.03.2023 20:53

no worries

32.

Dinnerbone — 06.03.2023 20:53

But then that should be accurate, and hurrah!

1

33. [20:57]

Given the latest amazing PR for avm1, I think language can probably be bumped up to 100%, I'm not sure I know of anything language wise that we're missing

34.

nosamu — 06.03.2023 20:57

no, not 100% lol

35.

Dinnerbone — 06.03.2023 20:58

What's missing?

36.

nosamu — 06.03.2023 20:59

there's some pinned issues in this channel, one is `_root.onLoad`

37. [20:59]

we're obviously really close though

38.

Dinnerbone — 06.03.2023 20:59

That'd be an api thing not language

39.

nosamu — 06.03.2023 20:59

ah

40.

Dinnerbone — 06.03.2023 20:59

Two progress bars

41.

nosamu — 06.03.2023 20:59

it's hard to understand the distinction sometimes

42. [21:00]

are we still planning to have 2 progress bars for AVM2?

43.

Dinnerbone — 06.03.2023 21:03

I don't know

44.

nosamu — 06.03.2023 21:04

then we'll see I guess

45. [21:04]

whatever we do for AVM2, let's try to show roughly the same info for AVM1

46.

Dinnerbone — 06.03.2023 21:16

For now though I think we're safe to at least update the AVM1 API from 60% to 73%, and AVM2 API from 25% to 50%

47.

nosamu — 06.03.2023 21:23

sure, sounds good

48. @Dinnerbone

Given the latest amazing PR for avm1, I think language can probably be bumped up to 100%, I'm not sure I know of anything language wise that we're missing

Adrian17 — 06.03.2023 21:38

technically I think we're still missing `_resolve` which is kinda mini-Proxy and more language-related

49. [21:38]

tbh I thought we had more than 70% of APIs ;D

50.

[Dinnerbone](#) — 06.03.2023 21:39

That's true but that *is* being tracked by an API issue

51. [21:39]

And yeah it feels low to me but I think we're running into the limit of what we're actually intending to implement

52. [21:39]

53.

[Adrian17](#) — 27.03.2023 01:42

hmm it's much closer for me box2d FF: 10fps peak, 6fps later box2d desktop: 12fps peak, 8fps later

54.

[moulins](#) — 27.03.2023 01:42

huh

55. [01:42]

I get much better desktop numbers with master

56. [01:42]

like ~13fps in the steady state on the default scene (Bearbeitet)

57.

[Adrian17](#) — 27.03.2023 01:43

58. [01:43]

might be just my PC being older

59.

[moulins](#) — 27.03.2023 01:44

my PC isn't *that* good, it's a ~7 year-old laptop ^^

60.

[Adrian17](#) — 27.03.2023 01:44

i5-3330 here

61.

[moulins](#) — 27.03.2023 01:44

ah, that could be it, mine is an i7 (Bearbeitet)

62. [01:45]

anyways

63. [01:45]

(ah now that I think about it, do you have the time to confirm the perf increases I see with my string interning stuff?)

64.

Adrian17 — 27.03.2023 01:46

not today :P

65.

moulins — 27.03.2023 01:46

'k

66.

Adrian17 — 27.03.2023 01:46

I'll finish with this one and I'm going to sleep

67. [01:46]

as for encrypt.swf

68.

moulins — 27.03.2023 01:46

I'll open a PR soon anyways

69.

Adrian17 — 27.03.2023 01:46

there's definitely smth funky going on

70. [01:46]

blocksize=10k -> 7 samples in Font::measure blocksize=50k -> 123 samples in Font::measure

71.

moulins — 27.03.2023 01:47

smells quadratic, as you said x)

72.

Adrian17 — 27.03.2023 01:47

also rendering starts choking a lot with 50k

73.

moulins — 27.03.2023 01:47

you could try 100k and see if you get ~500 samples

74. [01:47]

(or 25k and check for ~30 if you don't want to kill your browser)

75.

nosamu — 27.03.2023 01:48

is now a good time to bring up this issue? <https://github.com/ruffle-rs/ruffle/issues/10270>

76. @moulins

you could try 100k and see if you get ~500 samples

Adrian17 — 27.03.2023 01:48

463

77.

moulins — 27.03.2023 01:48

definitely quadratic then

78. @nosamu

is now a good time to bring up this issue? <https://github.com/ruffle-rs/ruffle/issues/10270>

Adrian17 — 27.03.2023 01:49

can run a profile on it tomorrow

1

79. [01:50]

Recently I'm in a continuous state of going to sleep slightly late despite already pushing always-increasing stack of stuff to do till tomorrow :P (Bearbeitet)

80.

moulins — 27.03.2023 01:50

'gnight then ^^

81. [Adrian17](#)

Recently I'm in a continuous state of going to sleep slightly late despite already pushing always-increasing stack of stuff to do till tomorrow :P (Bearbeitet)

[nosamu](#) — 27.03.2023 01:50

very much relatable lol

82.

[moulins](#) — 27.03.2023 01:51

I've completely messed up my sleep schedule this last week :c

83.

[Adrian17](#) — 27.03.2023 01:51

anyway, here's a profile if anyone's interested about the measure thing <https://share.firefox.dev/3M1iA9s>

84. [01:51]

also might be interesting for Dinnerbone, with 350ms per frame

85. [01:52]

though not sure if there's anything we need or want to to there, given the number of characters drawn :P

86.

[moulins](#) — 27.03.2023 01:53

depends if FP chokes on it too, or not, I'd say

87.

[Adrian17](#) — 27.03.2023 01:53

...why is this also not inlined, wat - -

```
▼ ruffle_core::ntml::layout::LayoutBox::lower_from_text_spans::nzey0batz5tdz4z0d (1 / 20049)
  ▼ ruffle_core::font::Font::measure::hc2af81a4ace80a9b (4022539)
    <swf::types::twips::Twips as core::ops::arith::AddAssign>::add_assign::h747522d99df4ee70 (8485382)
    <core::char::decode::DecodeUtf16<|> as core::iter::traits::iterator::iterator>::next::hb4082f04250f101a (6:
```

88.

[moulins](#) — 27.03.2023 01:53

I'll check quickly

89. [01:54]

missing #[inline]s probably :c

90. [Adrian17](#) — 27.03.2023 01:54

guess so

91. [moulins](#) — 27.03.2023 01:54

there's a bunch of them to add in gc\_arena too

92. [mike](#) — 27.03.2023 01:54

Blame me for that one

93. [moulins](#) — 27.03.2023 01:54

in things like GcWeak::upgrade

94. [Adrian17](#) — 27.03.2023 01:54

yeah

95. [01:54]

and in WString stuff (Bearbeitet)

96. [01:55]

alternatively, we could enable stronger LTO in releases... but I don't think that makes #[inline] useless

97. [01:56]

it's not inherently reliable after all

98. [01:56]

anyway, gotta go for now, g'night

99. [moulins](#) — 27.03.2023 01:56

I think #[inline] still gives a hint to LLVM to try harder even in full LTO (Bearbeitet)

100. [01:57]

but given how compiling ruffle from scratch can already eat up all my RAM, I don't want to imagine what LTO will do...

101. [02:00]

anyways, just tested encrypt.swf on FP

102. [02:00]

the layout happens much much faster, but it still seems quadratic

103.

Adrian17 — 27.03.2023 02:03

(I guess it just didn't optimize for the case of collapsing a really long line into a 1000x narrower box. Pretty sure text editors also prefer 1000 separate lines to a single line wrapping to 1000 rows :D )

104.

moulins — 27.03.2023 02:06

x)

105.

@nosamu

is now a good time to bring up this issue? <https://github.com/ruffle-rs/ruffle/issues/10270>

uqers — 27.03.2023 02:11

I see a 147 ms WString::as\_wstr\_mut, and also 700 ms of garbage collection by the browser (Chrome Devtools)

106.

nosamu — 27.03.2023 02:15

yeah I don't know why Ruffle has such a hard time with Hebrew strings specifically

107.

uqers — 27.03.2023 02:15

submit\_frame also takes up 20% of the overall time, though I'm not sure if that's expected

108.

nosamu — 27.03.2023 20:15

btw @mike have you looked at Aaron's timeline rewind test? <https://github.com/ruffle-rs/ruffle/pull/9583>

109. [20:20]

asking as it seems related to the issue you self-assigned

29. März 2023





110. [relrel](#) — 29.03.2023 23:11

Okay, after some delay, I rebased <https://github.com/ruffle-rs/ruffle/pull/8307> onto master  
GitHub

[avm1: Migrate more filters to `NativeObject` by relrelb · Pull Requ...](#)



1

111. [nosamu](#) — 29.03.2023 23:12

oh awesome, thanks!

30. März 2023

112. [Adrian17](#) — 30.03.2023 23:11

@Korne127 FYI part of the reason why I suggested you to do it in small pieces and in public rather in DMs was... well now we gotta audit the full PR and check every single prop for whether we *want* it to be fully implemented :/ (Bearbeitet)

113. [23:12]

we talked about this a month ago too

114. [23:13]

*especially* user agent parsing (Bearbeitet)

115.

**nosamu** — 30.03.2023 23:14

I'm really impressed by all the work that went into this

116. [23:18]

although it could be useful for the future to have all this code for detecting obscure OSes, we should probably only merge code that detects systems we actually support

117. [23:19]

we shouldn't need to run and parse the ver command on any supported Windows versions, right? And definitely not command.com, haha

118.

**Adrian17** — 30.03.2023 23:20

I'm not sure if we actually want the OS version detection in the first place

119.

**nosamu** — 30.03.2023 23:20

well, it's nice to at least not have Flash content think you're on Linux all the time like it does now

120.

**Dinnerbone** — 30.03.2023 23:20

We've seen that it's sometimes used detrimentally, there was a game that didn't work on linux right? Thinks it's android? (Bearbeitet)

121.

**nosamu** — 30.03.2023 23:21

yeah there was the Fancy Pants game that detected Linux as Android and thus didn't work in Ruffle (Bearbeitet)

122.

**@nosamu**

well, it's nice to at least not have Flash content think you're on Linux all the time like it does now

**Adrian17** — 30.03.2023 23:21

yeah but at this resolution it can even be done at build time

123.

**nosamu** — 30.03.2023 23:22

well, not for wasm

124.

[Adrian17](#) — 30.03.2023 23:23

wasm doesn't really care much. If anything, a settings-like switcher would do better

125. [23:23]

there's no good reason for content to distinguish a browser on windows from browser on linux

126. [23:24]

and if it *does* happen to not work on one, having it consistent with some switch (like UA switcher in browsers) sounds better

127. [23:26]

at least IMO?

128.

[Dinnerbone](#) — 30.03.2023 23:27

I don't really have any strong feeling either way for most properties, but given we've seen there's definitely a use for having OS spoofed, I'm

inclined to lean towards pretending everyone is a 32-bit windows xp machine until configured otherwise

**1**

129.

[Adrian17](#) — 30.03.2023 23:28

yeah I imagine this might be the most "compatibility-friendly" setting

**1**

130.

[@nosamu](#)

yeah there was the Fancy Pants game that detected Linux as Android and thus didn't work in Ruffle (Bearbeitet)

[Adrian17](#) — 30.03.2023 23:28

can you link it if you remember which one it is? Just curious

131.

[nosamu](#) — 30.03.2023 23:29

<https://www.speedrun.com/fpa1remaster/resources> avm2

**[Resources - The Fancy Pants Adventures: World 1 Remaster - speedrun...](https://www.speedrun.com/fpa1remaster/resources)**

Speedrunning leaderboards, resources, forums, and more!



132. [23:30]

oh cool, Discord has fancy new styling for message links

133.

Dinnerbone — 30.03.2023 23:30

Very snazzy!

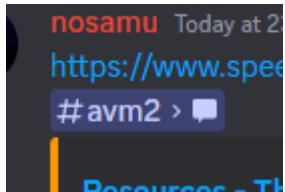
134.

Adrian17 — 30.03.2023 23:31

hmm doesn't look any different for me I think

135.

Dinnerbone — 30.03.2023 23:31



136.

Adrian17 — 30.03.2023 23:32

just refreshed, nothing - guessing it's "just A/B things" :)

137.  
Dinnerbone — 30.03.2023 23:32

Classic

138.  
nosamu — 30.03.2023 23:32

or maybe the change hasn't reached the Discord app on your OS, I'm on Windows

139.  
Adrian17 — 30.03.2023 23:33

I'm on web

140.  
nosamu — 30.03.2023 23:33

there you go haha

141. [23:33]

I think they roll stuff out to web later sometimes

142.  
Adrian17 — 30.03.2023 23:33

I mean a refresh should be a sufficient update here ;D

143. [23:33]

anyway

144.  
Dinnerbone — 30.03.2023 23:33

Given the desktop apps are basically web in a wrapper, it's odd that web would be slow to get stuff

145.  
nosamu — 30.03.2023 23:33

I could be totally wrong on it. But yeah, off topic haha

146.

Adrian17 — 30.03.2023 23:36

ok, so that one's avm2 but the topic is still related so

```
public static var backFormat:String = "bgraPacked4444";
```

...

```
if(Capabilities.os.substr(0,3) != "Win")  
{  
    backFormat = "bgra";  
}
```

damn I wonder how they decided to do it like this (Bearbeitet)

147. [23:38]

oh, so Capabilities.os doesn't have a value for Android at all, I see

148. [23:38]

so that's why it's beneficial for Linux to pretend to be Windows

149. [23:40]

actually huh...

```
if(Capabilities.os.indexOf("iPad") > -1)  
else if(Capabilities.os.indexOf("iPhone") > -1)  
else if(Capabilities.os.indexOf("tvOS") > -1)
```

FP docs don't mention these values being possible at all (Bearbeitet)

150.

nosamu — 30.03.2023 23:40

well, AIR-only definitely

151.

Dinnerbone — 30.03.2023 23:40

Check AIR docs

152.

Adrian17 — 30.03.2023 23:41

I thought it'd include AIR stuff implicitly (Bearbeitet)

```
Filters:  Runtimes    AIR 32.0 and earlier, Flash Player 32.0 and earlier, Flash Lite 4  
 Products    Flex 4.6 and earlier, Flash Pro CS6 and earlier
```

153. [23:41]

should I look somewhere else?

154.

Dinnerbone — 30.03.2023 23:42

[https://help.adobe.com/en\\_US/air/reference/html/flash/system/Capabilities.html#os](https://help.adobe.com/en_US/air/reference/html/flash/system/Capabilities.html#os) slightly more up to date but is missing those still

155. [23:42]

(but does have win8 and win10)

156. [23:43]

This isn't swf specific but it's shared I think

157.

Adrian17 — 30.03.2023 23:43

ok

158.

nosamu — 30.03.2023 23:44

looks like it might be an OpenFL thing? <https://github.com/openfl/openfl/blob/develop/CHANGELOG.md> nvm (Bearbeitet)

159.

Adrian17 — 30.03.2023 23:46

it's also possible that they used to be there, but FP removed these from the docs after Apple stopped liking FP anyway

160.

nosamu — 30.03.2023 23:47

quite a mystery since it's not even in the HARMAN docs

161.

Dinnerbone — 30.03.2023 23:47

Probably just wasn't documented, and tested on a device at hand

162. [23:48]

Anyway; we should probably look at which values should be auto and which ones maybe spoofed (Bearbeitet)

31. März 2023

163.

nosamu — 31.03.2023 00:09

besides the OS detection stuff, it looks like the other big thing in this PR is language detection, which I think is great to have

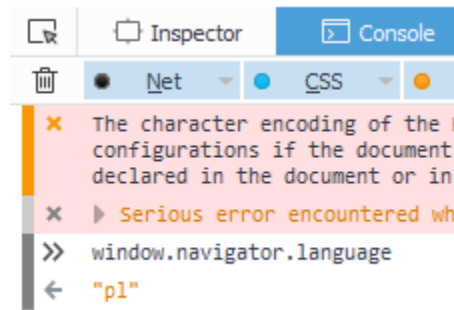
164.

Adrian17 — 31.03.2023 00:19

it also doesn't really match FP, unfortunately :/

165. [00:20]

en



166. [00:20]

^FP

167. [00:20]

as in, it's an approximation based on different heuristic

168. [00:21]

not saying it's not good to have in general

169.

[nosamu](#) — 31.03.2023 00:21

why does it say en for you?

170. [00:22]

is your system language en or pl?

171.

[Adrian17](#) — 31.03.2023 00:22

en



172.

[nosamu](#) — 31.03.2023 00:24

if your system language is en and you have the English version of Basilisk I don't understand why navigator.language returns pl

173.

[Adrian17](#) — 31.03.2023 00:26

because it has nothing to do with either ;)

174.

Gamedroit — 31.03.2023 00:27

What is your browser language?

175.

[Adrian17](#) — 31.03.2023 00:27

also doesn't matter

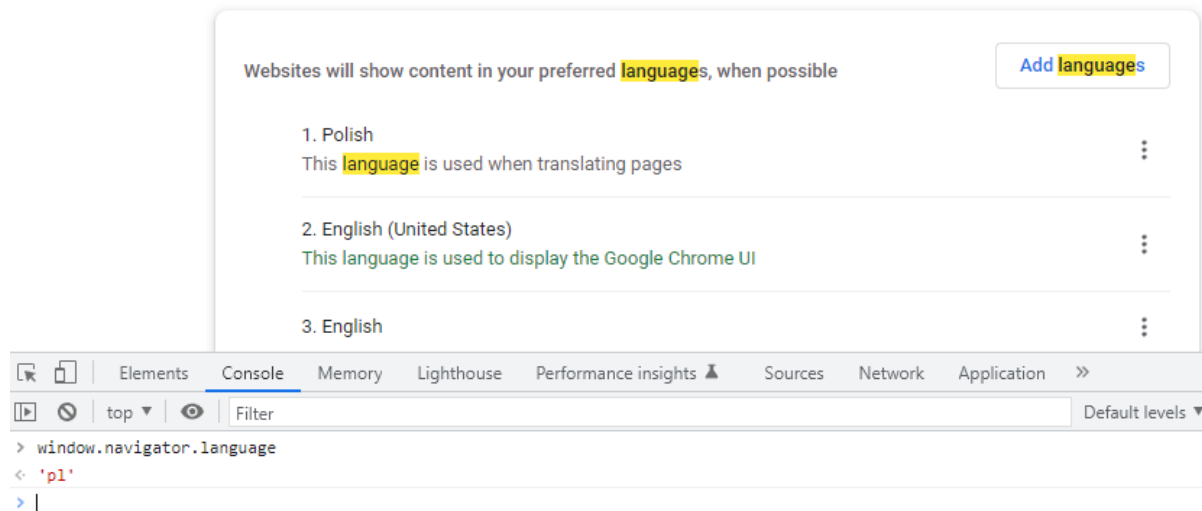
176.

Gamedroit — 31.03.2023 00:27

navigator.language returns the language in which the browser is presenting its texts if I'm not mistaken

177.

[Adrian17](#) — 31.03.2023 00:28



178. @Gamedroit

navigator.language returns the language in which the browser is presenting its texts if I'm not mistaken

Dinnerbone — 31.03.2023 00:28

It's what the user prefers websites show

179. [00:28]

It's a setting in the browser usually

180.

Gamedroit — 31.03.2023 00:29

Yup

# Navigator.language

The `Navigator.language` read-only property returns a string representing the preferred language of the user, usually the language of the browser UI.

## Value

A string representing the language version as defined in [RFC 5646: Tags for Identifying Languages \(also known as BCP 47\)](#). Examples of valid language codes include "en", "en-US", "fr", "fr-FR", "es-ES", etc.

Note that in Safari on iOS prior to 10.2, the country code returned is lowercase: "en-us", "fr-fr" etc.

Dinnerbone — 31.03.2023 00:29

I really wish more websites respected it though, it's hit and miss for me if I get English or Swedish stuff

182.

Gamedroit — 31.03.2023 00:29

Yea lol

183.

Adrian17

*Klicken, um Anhang anzuzeigen*

nosamu — 31.03.2023 00:30

that's a custom Chrome setting though, what did you do in Basilisk?

184.

Adrian17 — 31.03.2023 00:30

FF/Basilisk has the exact same thing

185.

nosamu — 31.03.2023 00:31

ah, found it

186.

@Dinnerbone

I really wish more websites respected it though, it's hit and miss for me if I get English or Swedish stuff

Adrian17 — 31.03.2023 00:31

I heard it's especially a pain in Belgium, with being 50/50 over two languages

187.

nosamu — 31.03.2023 00:31

why do people set their preferred language to something different from the system/UI language, out of curiosity?

188.

Dinnerbone — 31.03.2023 00:32

Because usually system translation is hard to change and not always up to you to change at all

189. [00:32]

And translation of software is usually terrible to begin with

190.

Adrian17 — 31.03.2023 00:32

hah yeah

191. [00:32]

my OS is in polish and I really wish it wasn't

192. [00:32]

at least I'm not as unlucky as some people who see Visual Studio compile errors translated to polish :D

193.

Dinnerbone — 31.03.2023 00:32

Hah

194.

Adrian17 — 31.03.2023 00:33

totally un-google-able

1.

szóló — 29.05.2023 12:12

wasm x86?

2.

Sasha — 29.05.2023 12:13

these x86 people even unable to get good performance due to very slow CPUs, even on mobile arm CPUs faster, than these old PC desktops

3.

Adrian17 — 29.05.2023 12:13

ok, wait, I don't really understand what you mean

4. [12:13]

windows x64 vs windows x86 has nothing to do with wasm performance.

5.

Sasha — 29.05.2023 12:14

we compiling web build on wasm32

6. [12:14]

also memory limited

7. [12:15]

some games have big issues

8.

Adrian17 — 29.05.2023 12:15

wait

9. [12:16]

wasm has nothing to do with 32-bit x86

10. [12:16]

wasm already has 64-bit opcodes.

11.

Sasha — 29.05.2023 12:16

weird

12.

Adrian17 — 29.05.2023 12:16

no, like

13. [12:16]

there's no such thing as "wasm32"

14. [12:18]

there's an optional extension that allows it to access a 64-bit heap, but everything else already is "64-bit".

15. [12:18]

and it JITs to x86-64 opcodes

16.

Sasha — 29.05.2023 12:18

```
C:\Windows\system32\cmd.exe
npm notice New major version of npm available! 8.12.1 -> 9.6.7
npm notice Changelog: https://github.com/npm/cli/releases/tag/v9.6.7
npm notice Run npm install -g npm@9.6.7 to update!
npm notice

C:\Users\Sasha\ruffle-goto-orphan-frame\web>npm run build

> ruffle@0.1.0 build
> npm run build --workspace=ruffle-core && npm run build --workspace=ruffle-demo --workspace=ruffle-extension --workspace=ruffle-selfhosted

> ruffle-core@0.1.0 prebuild
> npm run build:wasm-vanilla && npm run build:wasm-extensions

> ruffle-core@0.1.0 build:wasm-vanilla
> cross-env OUT_NAME=ruffle_web CARGO_PROFILE=web-vanilla-wasm RUSTFLAGS="$RUSTFLAGS --cfg=web_sys_unstable_apis -Aunknown_lints" npm run build:wasm

> ruffle-core@0.1.0 build:wasm
> npm run build:cargo && npm run build:wasm-bindgen && npm run build:wasm-opt

> ruffle-core@0.1.0 build:cargo
> cross-env-shell cargo build --profile "$CARGO_PROFILE" --target wasm32-unknown-unknown --features \"$CARGO_FEATURES\" $CARGO_FLAGS
Downloading 14 crates
```

17.  
Adrian17 — 29.05.2023 12:19

and we might not even want that extension ;D Like, in the age of Flash nobody expected them to require 4+GB of memory

18. @Sasha  
Klicken, um Anhang anzuzeigen

Adrian17 — 29.05.2023 12:20  
...fair, that's how llvm calls them :V

19.  
Sasha — 29.05.2023 12:21

i really confused now

20.  
szóló — 29.05.2023 12:21  
and isn't wasm 64 an in-progress thing?

21. [12:21]

at least I was under the impression that currently, all wasm is 32 bit

22. [12:22]

ah, was thinking of the memory64 extension

23. [12:23]

anyway, this builds on all 4 combos of [arm, x86] x [32bit, 64bit] on android:

// This type is used very frequently, so make sure it doesn't unexpectedly grow.

```
#[cfg(all(target_pointer_width = "32", target_arch = "x86", target_os = "android"))]
```

```
const _: () = assert!(size_of::<Value<'_>>() == 12);
```

```
#[cfg(all(target_pointer_width = "32", not(all(target_arch = "x86", target_os = "android")))))]
```

```
const _: () = assert!(size_of::<Value<'_>>() == 16);
```

```
#[cfg(target_pointer_width = "64")]
```

```
const _: () = assert!(size_of::<Value<'_>>() == 24);
```

24. [12:23]

and I think it doesn't change anything on non-android

25. [12:23]

of course, we can go with simply  $\leq 16$

26. @moulins

tbh, I'm surprised x64-32 gives a different size than WASM; what's the actual size on android? 12 bytes? (Bearbeitet)

szóló — 29.05.2023 12:23

just wanted to verify this

27. @szóló

anyway, this builds on all 4 combos of [arm, x86] x [32bit, 64bit] on android: // This type is used very frequently, so make sure it doesn't unexpectedly grow.

```
#[cfg(all(target_pointer_width = "32", target_arch = "x86", target_os = "android"))] const _: () = assert!(size_of::<Value<'_>>() == 12); #[cfg(all(target_pointer_width = "32", not(all(target_arch = "x86", target_os = "android"))))] const _: () = assert!(size_of::<Value<'_>>() == 16); #[cfg(target_pointer_width = "64")] const _: () = assert!(size_of::<Value<'_>>() == 24);
```

Adrian17 — 29.05.2023 12:24

interesting, maybe moulins would know why.

28. [12:24]

best to play on godbolt I assume ;D



29. @szóló

at least I was under the impression that currently, all wasm is 32 bit

Adrian17 — 29.05.2023 12:32

the "bit-ness" generally can refer to a lot of different things. x86 (well i386) had a 32-bit data bus, 32-bit operands, 32-bit registers, 32-bit address size etc. x86\_64 (well amd64) has 64-bit data bus, 64-bit operands, 64-bit registers, 64-bit address size etc. current wasm has 64-bit data bus, 64-bit operands, 64-bit kinda-registers-but-not-really, and **32**-bit address size. wasm64 extension only affects the last one.

1

30. [12:32]

At least that's my understanding of how this works.

31.

Sasha — 29.05.2023 12:34

wasm64 unable to run on 32 bit computers, so

32. @Adrian17

best to play on godbolt I assume ;D

szóló — 29.05.2023 12:35

my curiosity is sufficiently satisfied already, but if you find anything interesting, do share!

33. @Adrian17

the "bit-ness" generally can refer to a lot of different things. x86 (well i386) had a 32-bit data bus, 32-bit operands, 32-bit registers, 32-bit address size etc. x86\_64 (well amd64) has 64-bit data bus, 64-bit operands, 64-bit registers, 64-bit address size etc. current wasm has 64-bit data bus, 64-bit operands, 64-bit kinda-registers-but-not-really, and **32**-bit address size. wasm64 extension only affects the last one.

szóló — 29.05.2023 12:36

ah, well, I see. in summary, it's complicated.

34. @Sasha

wasm64 unable to run on 32 bit computers, so

Adrian17 — 29.05.2023 12:36

Fwiw I don't think 64-bit memory extension is currently supported anywhere.

35.

Sasha — 29.05.2023 12:36

linux users frequently talk about 32 bits, not x86

36. @Adrian17

Fwiw I don't think 64-bit memory extension is currently supported anywhere.

szóló — 29.05.2023 12:37

according to <https://webassembly.org/roadmap/> it's "done" in a lot of places, but always behind a feature flag

37.

Adrian17 — 29.05.2023 12:38

Yeah looked at that too ;D

1

38. @Sasha

wasm64 unable to run on 32 bit computers, so

szóló — 29.05.2023 12:38

I see no reason why this would have to be the case

39.

Adrian17 — 29.05.2023 12:38

Welllll

40.

szóló — 29.05.2023 12:38

it might be a lot slower... but not impossible to do

41.

Adrian17 — 29.05.2023 12:38

It can totally be emulated, just like 64-bit ints are currently emulated on 32-bit jit

1

42.

szőlő — 29.05.2023 12:38

(and wouldn't involve rosetta-levels of arcane magic)

43.

Adrian17 — 29.05.2023 12:39

I presume wasm is already way slower on 32-bit machines.

1

44.

szőlő — 29.05.2023 12:39

yeah probably

45.

Adrian17 — 29.05.2023 12:40

Does Chrome actually still release 32bit builds?

46. [12:40]

<https://itsfoss.com/google-ending-chrome-32-bit/>

It's FOSS

[\*\*Google Is Ending Chrome support for 32-bit Linux, Ubuntu 12.04 And ...\*\*](#)

If you have a 32 bit computer or if you are running Ubuntu 12.04 or Debian 7 (even the 64 bit version), then you would be disappointed to know that Google Chrome will no longer be supported on these systems. In a mailing list, Google Engineer Dirk Prnake announced



47. [12:41]

So wasm64 doesn't really matter for these anyway

48.

szóló — 29.05.2023 12:43

ten years ago already? wow

49.

xxcoder — 29.05.2023 12:47

I wonder if chromium kept 32 bit going

50. [12:47]

not that matters to me, been 64 bit for quite a while.

51.

Sasha — 29.05.2023 12:49

i'm switched to x64 in 2009, i was on DDR2 with 6GB RAM, in 2012 3770K with 16GB (Bearbeitet)

52. [12:50]

and everything was in 32bit... i feel myself as victim on x86 party

53. [12:51]

i'm coldblooded hater x86, still remember how painfully Pcsx2 and Dolphin switched to x64, it was so hard (Pcsx2 few years ago released x64), some games like Prince of persia WW on Pcsx2 crashes due to 4GB limit, and i used PAE patcher on GSDX11 plugin... because it eats a lot of memory on this game, dunno how to describe my pain, it like sitting in small fish can, you have big amount of memory, but some apps crashes due to memleaks or bad optimization, atleast 5-6 apps was patched with PAE (Bearbeitet)

54.

xxcoder — 29.05.2023 12:53

I cant really rememebr when I changed over to 64 bit

55. [12:53]

linux years have been always 64 bit so 8 years of that, before that, 64 bit windows 7

56. [12:53]

before that is less clear. I know windows xp I used 32 bit, and likely windows me also

57. @szóló

anyway, this builds on all 4 combos of [arm, x86] x [32bit, 64bit] on android: // This type is used very frequently, so make sure it doesn't unexpectedly grow.  
#[cfg(all(target\_pointer\_width = "32", target\_arch = "x86", target\_os = "android"))] const \_: () = assert!(size\_of::<Value<'\_>>() == 12); #[cfg(all(target\_pointer\_width = "32", not(all(target\_arch = "x86", target\_os = "android"))))] const \_: () = assert!(size\_of::<Value<'\_>>() == 16); #[cfg(target\_pointer\_width = "64")] const \_: () = assert!(size\_of::<Value<'\_>>() == 24);

moulins — 29.05.2023 13:31

I don't think that's really necessary, given that in the medium term I plan to make AvmString a single word so Value should shrink to 2 words on all platforms

58.

szóló — 29.05.2023 13:37

And on the short term, how about this? <https://github.com/ruffle-rs/ruffle/pull/11263>

GitHub

[core/avm1: Accept Value as smaller than 16 bytes on 32 bit platform...](#)



59.

szőlő — 29.05.2023 14:24

so, could somebody please press the button?

60.

szőlő — 29.05.2023 15:14

Thanks @Aaron1011 !

1

30. Mai 2023

61.

enigma — 30.05.2023 09:27

Anyone working on implementing focusRect for avm1?

62.

nosamu — 30.05.2023 10:05

I don't think so

63.

enigma — 30.05.2023 21:47

Hm, I don't suppose there's a good polyfill substitute for the method?

31. Mai 2023

64.

nosamu — 31.05.2023 04:27

it seems to be about highlighting the area of the selected movieclip, which is not implemented

65. [04:27]

it doesn't seem very important though so maybe you can just remove the relevant code that checks it?

66.

uqers — 31.05.2023 04:27

see <https://github.com/ruffle-rs/ruffle/issues/5443> (Bearbeitet)

GitHub

**[Tab key behavior from Adobe Flash Player not present in Ruffle · Is...](#)**

Describe the feature Provide a clear and concise description of your feature request. Why would this feature be useful? Does the feature involve the desktop build, the web build, or both? This was ...

ruffle-rs/ruffle

## #5443 Tab key behavior from Adobe Flash Player not present in Ruffle



6 comments



Sunlitspace542 opened on October 9, 2021



67. @Dinnerbone

Whilst discussing neopets in frontends-apps I've just remembered a really annoying bug that I got stumped on for so long, if anyone's interested in a puzzle I'd **love** to know what was up with <https://github.com/ruffle-rs/ruffle/issues/7660> I remember looking into this before and IIRC somehow in Flash some values were saying they were equal even when they weren't, but if I tried to reproduce it in a test it didn't work. avm1

Toad06 — 31.05.2023 11:37

I made a minimal file that reproduces the issue (and also made one for AS3 as it appears to be affected as well). I suppose the issue is in the "rounding" when setting the x and y properties on a movieclip. When running the test in Flash, x and y are always traced as integers, in Ruffle they can sometimes be floats (when this happens in the AS2 test, the fractional part is always 0.95). The traced values are likely not precise because of the string coercion, but hopefully this could give a hint on what is happening here.

[tests.zip](#)

1.70 KB

1

68.

Dinnerbone — 31.05.2023 11:38

Oh wow thank you!

69.

p0008874 — 31.05.2023 16:09

<https://dmca.zip/45k1up9itv50.zip>

70. [16:09]

Oh yeah here's KOFWingEX

71. [16:10]

This is currently Largest AS2 Fighting Game. (Bearbeitet)

72. [16:11]

Ruffle and Lightspark will fail to load this thing due to memory issue.

73. [16:12]

But Flash Player Load Just fine.

74.

CreaZyp! — 31.05.2023 16:26

wow my entire pc just froze for a solid minute (even ctrl alt del) after i closed the error message

75. [16:27]

see the comparison for another game here flash-games there's clearly a memory issue with ruffle (other image is flash)

76. [16:32]

maybe off-topic but menu animations are fucking sick... the game looks fun, are there any fan translations ?

77.

Aaron1011 — 31.05.2023 16:36

I was able to play the game - memory usage was 6.2 GB when fighting the cpu player

78. Aaron1011

I was able to play the game - memory usage was 6.2 GB when fighting the cpu player

Fancy2209 — 31.05.2023 17:19

Oh god that's a lot of memory

3. Juni 2023

79.

moulins — 03.06.2023 11:32



Huh, from my testing, AVM1 allows `movie_clip.blendMode = 5`; and will treat this as the corresponding blend mode (Bearbeitet)

80.

[Dinnerbone](#) — 03.06.2023 13:36

Enums started as numbers in avm1, names were added later

81.

[moulins](#) — 03.06.2023 14:11

yeah, but this is something we forgot in Ruffle for blend modes

82. [14:11]

(it's implemented in `Bitmap.draw`, but not for the `blendMode` property of DOs) (Bearbeitet)

83.

[Dinnerbone](#) — 03.06.2023 14:16

Oh! Oops!

84.

[moulins](#) — 03.06.2023 16:13

Arg, this is a pain, Adobe's docs are lying again

85. [16:14]

They say

However, if you set the property to an integer, Flash Player converts the value to the corresponding string version.  
but from my testing this is totally false

86.

[moulins](#) — 03.06.2023 16:40

I suspect `MovieClip#blendMode` to be a regular AS2 property without any getter or setter (Bearbeitet)

4. Juni 2023

87. [moulins](#)

I suspect `MovieClip#blendMode` to be a regular AS2 property without any getter or setter (Bearbeitet)

[moulins](#) — 04.06.2023 15:45

after some more experimentation, this seems to only apply to DOs created with `createEmptyMovieClip?` (and additionally, programmatic `blendModes` seem to be completely ignored here)

88. [15:48]

I'm having trouble testing this though, because I don't have access to flash authoring tools, and so I'm forced to do everything by way of AS2 code

89.

[moulins](#) — 04.06.2023 16:35

If someone could make me an AVM1 SWF with one empty, and one non-empty MovieClip on stage, that would be extremely helpful

90. [@moulins](#)

If someone could make me an AVM1 SWF with one empty, and one non-empty MovieClip on stage, that would be extremely helpful

[Allinol](#) — 04.06.2023 17:19

empty: is called empty\_mc non empty is called not\_empty

[2 mcs.swf](#)

1.10 KB

91.

[moulins](#) — 04.06.2023 17:20

thanks a bunch ! (Bearbeitet)

92.

[waspennator](#) — 04.06.2023 19:37

Oh yeah, now that the debug tools are in desktop, need to check out and see what's going on with. <https://github.com/ruffle-rs/ruffle/issues/10233>

GitHub

[Moonstuck - The Game \(Part 1\): Invisible Moona · Issue #10233 · ruf...](#)

Describe the bug d5x09kn-2ba424a9-146c-4dcc-9d07-fe21ea702a48.zip For some reason in this game, Luna is completely invisible. Doesn't make the game unplayable, but it does make it harder to kee...

ruffle-rs/ruffle

# #10233 Moonstuck - The Game (Part 1): Invisible Moona



2 comments



waspennator opened on March 19, 2023



93.

[Dinnerbone](#) — 04.06.2023 19:49

Take a look at her display settings I guess, especially color transform

94. [19:51]

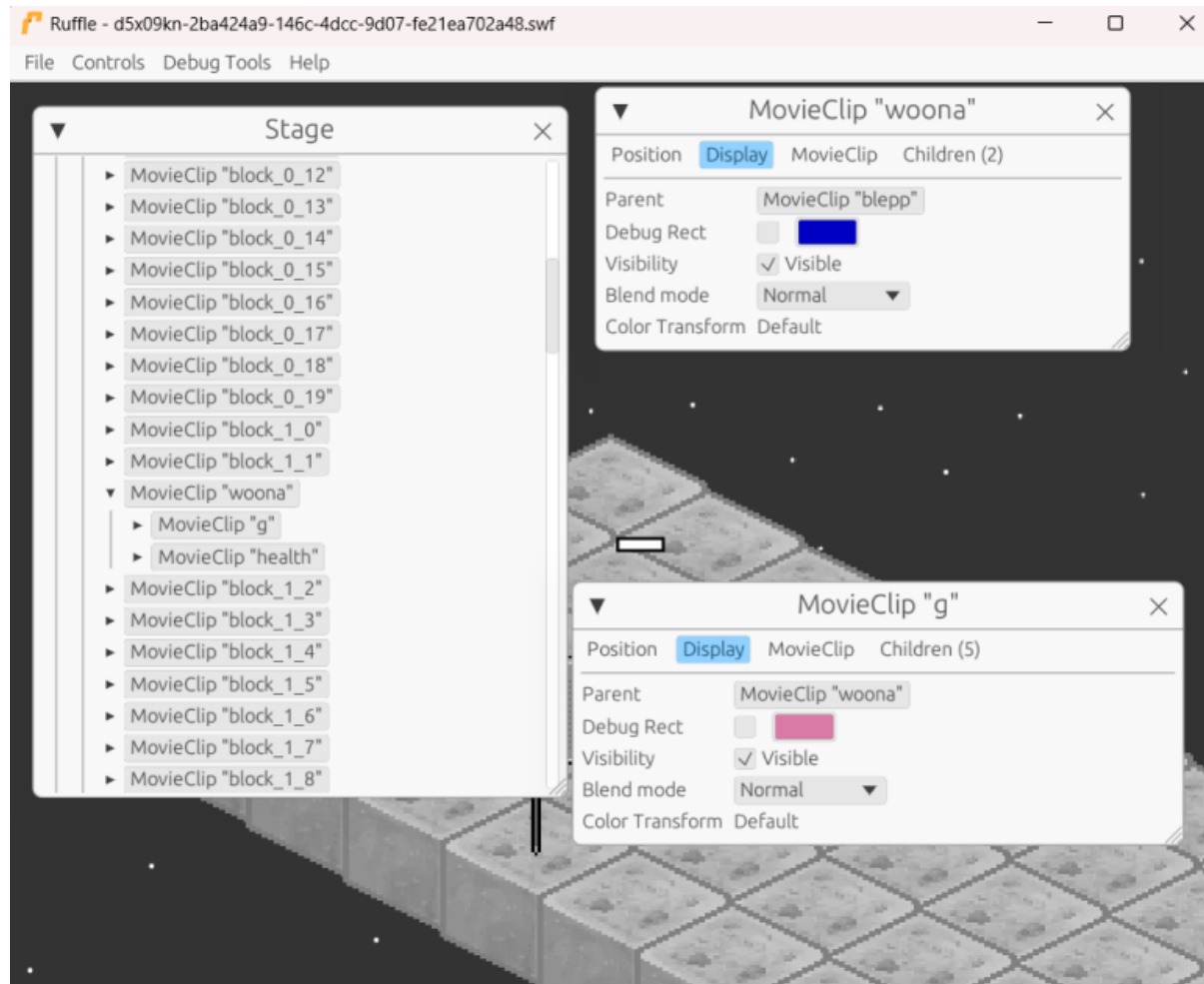
BTW the way you read color transform is: R is red, G is green, B is blue, A is alpha. C is all three colours, red green and blue, if they're the same. It'll give a simple formula using those. For example  $A = 0$  means alpha will be set to 0, hiding something.  $R = R * 0.5$  halves the red, etc.

95. [@Dinnerbone](#)

Take a look at her display settings I guess, especially color transform

[waspennator](#) — 04.06.2023 20:08

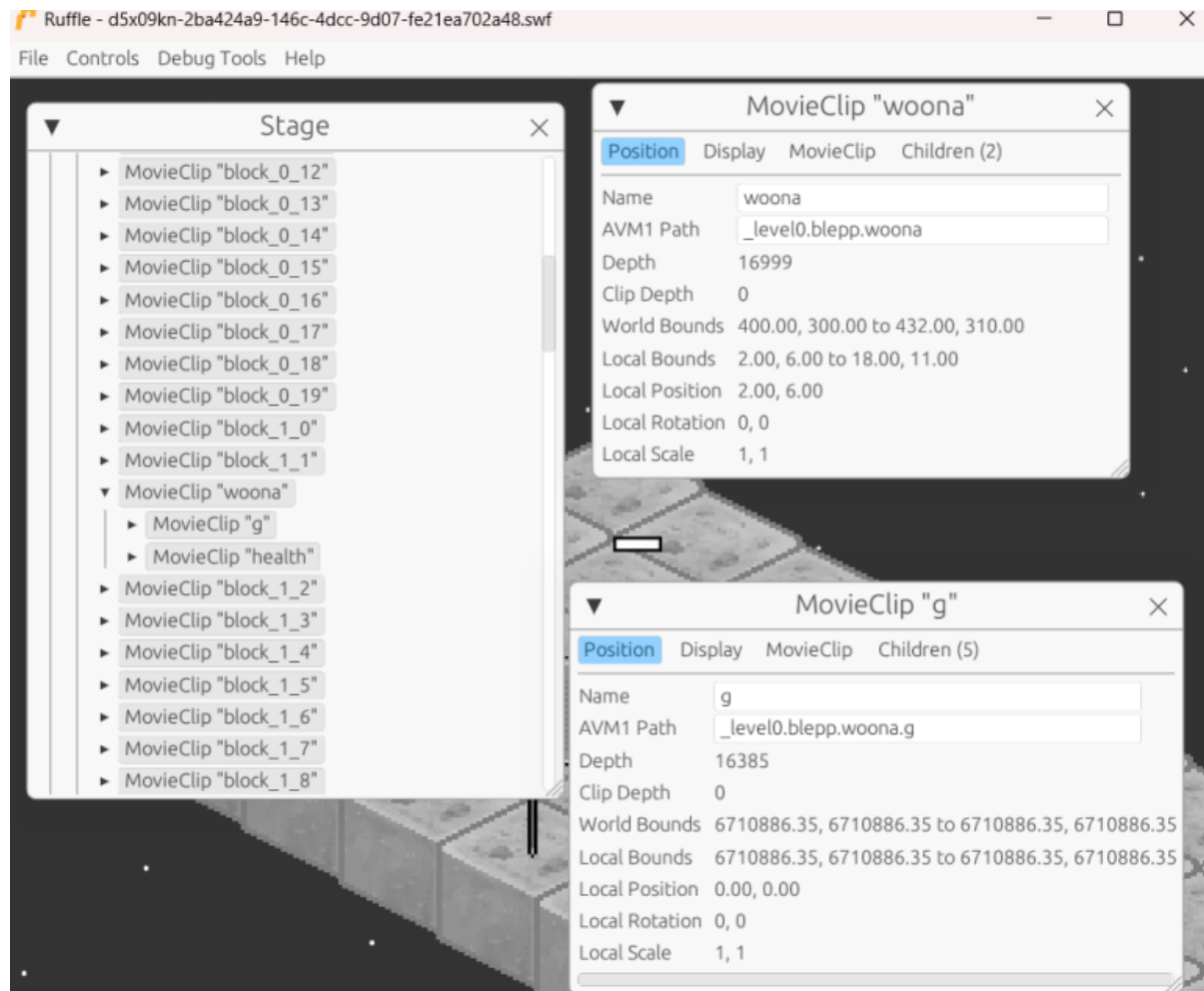
(Bearbeitet)



96.  
[Dinnerbone](#) — 04.06.2023 20:09

Spooky!

97.  
[waspennator](#) — 04.06.2023 20:09



98. [20:09]

Reposted cause I had a brainfart and forgot to crop

99. [20:10]

The G movieclip also has a bunch of stuff like "shadow, front, back, frontmask, and backmask"

100. [20:12]

All the color transform stuff seems to be set on default

101.

Dinnerbone — 04.06.2023 20:18

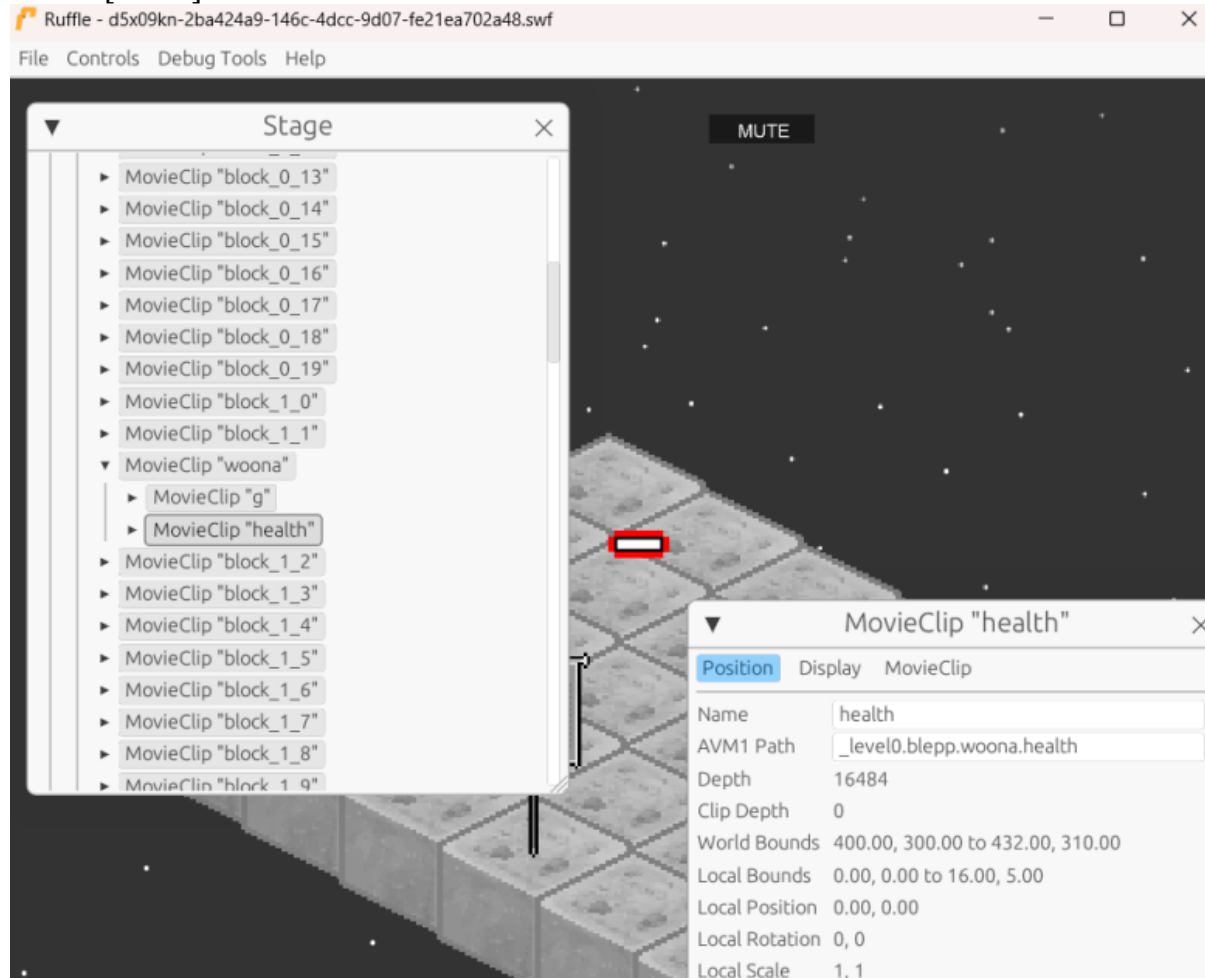
G's bounds are suspicious

102.

[waspennator](#) — 04.06.2023 20:20

Lemme fire it up again and recheck healths bounds

103. [20:22]



104. [20:25]

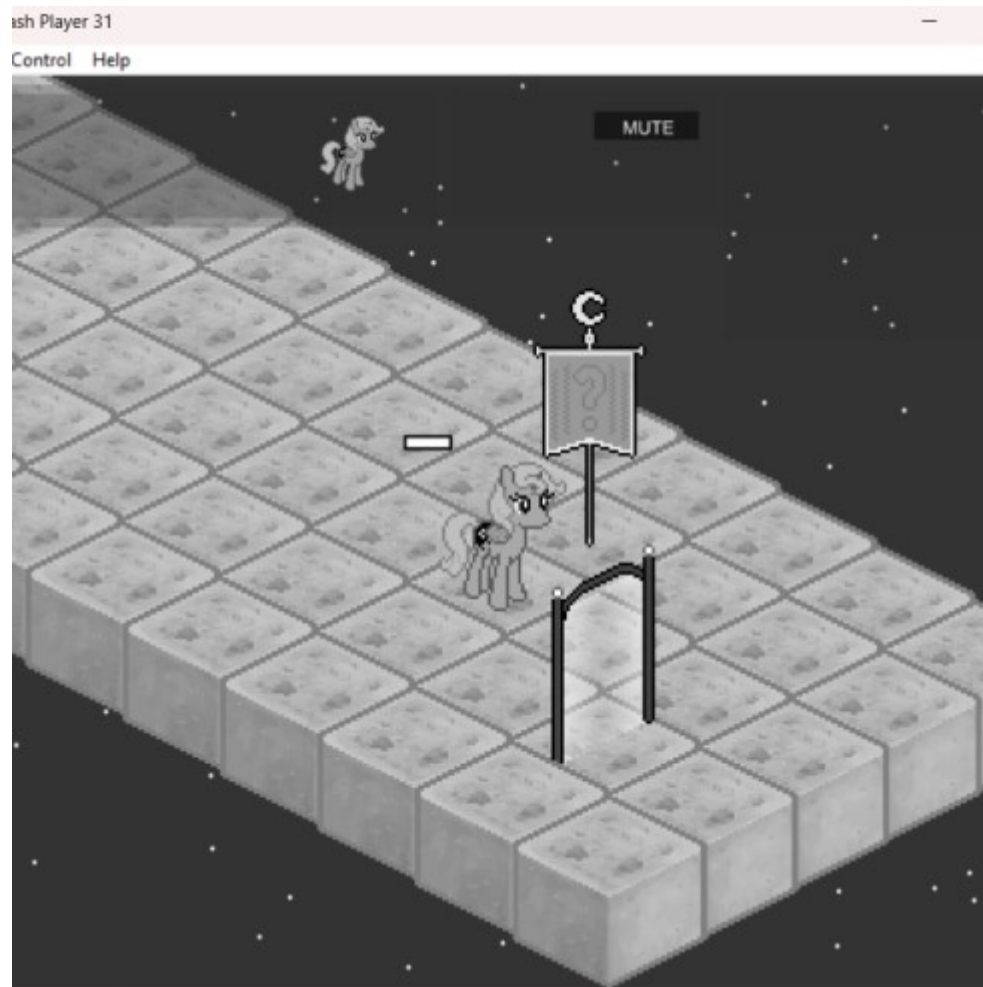
I checked the G bounds for the other blocks on the map and they seem to be in line with Woona's G movieclip bounds

105.

waspennator — 04.06.2023 20:32

Okay, now i'm guessing ruffle just isn't rendering certain objects like the warp portals now too





106.

[uqers](#) — 04.06.2023 20:37

just to clarify they weren't rendering before either, right?

107.

[waspennator](#) — 04.06.2023 20:38

I was testing it out on Ruffle a bit further, on Flash Woona, the warp gate, and the mini woona indicator on the top show up fine, but on ruffle, neither of the 3 seem to show up at all



108. [20:39]

The flags seem to have no problem showing up, so I'm trying to figure out if ruffle is just rendering them off screen or just not rendering them at all for some reason visually

109. [20:39]

I can still go into the warp portal if I step on where it is, it just doesn't show up visually

110. [20:41]

Tools Settings Help

Timeline Go to document class Search SWFs in memory P-code deobfuscation... Globally rename identifier Rename invalid identifiers Rename colliding traits/classes

Tools Deobfuscation

ess2 (161: grass)  
 ess2 (162: button\_over)  
 ess2 (163: button\_over\_off)  
 ess2 (164: button\_under)  
 ess2 (165: button\_under\_off)  
 ess2 (166: hearthstone)  
 ess2 (167: dappertopper\_ico)  
 ess2 (168: door\_closed)  
 ess2 (169: door\_open)  
 ess2 (170: keyCard)  
**ess2 (171: signpost)**  
 ess2 (177: moonstuckcollisio)  
 ess2 (178: trrfm)  
 ess2 (179: dappertopper)  
 ess2 (180: nopumpkin)

DefineBitsLossless2 (171: signpost)

SWF preview (Internal viewer)

100%

Replace...

\*\*\*\*  
 c tag info

Value
DefineBitsLossless2 (36)
171
159640 (0x26f98)
923 (0x39b)
(0.00, 0.00)[64.00 x 128.00]
64.0
128.0

Tools Settings Help

Timeline Go to document class

Proxy Search SWFs in memory

P-code deobfuscation... Globally rename identifier Rename invalid identifiers Rename colliding traits/classes Deobfuscation

Tools

DefineBitsLossless2 (204: neefWend)

SWF preview (internal viewer)

Timeline

- class2 (167: dappetfopet\_ko)
- class2 (168: dcor\_closed)
- class2 (169: dcor\_open)
- class2 (170: keyCard)
- class2 (171: signess0)
- class2 (177: moentackcolisk)
- class2 (178: trfms)
- class2 (179: dappetfopet)
- class2 (180: nspumpinj)
- class (181)
- class2 (204: neefWend)**
- class2 (219: aightright)
- class2 (228: shootingstar)
- class2 (230: sparkle\_effect)
- class2 (235: stelson\_icen)

ic tag info

Value
DefineBitsLossless2 (36)
204
4743999 (b248933f)
464 (0x1d0)
(0.00, 0.00)[64.00 x 128.00]
64.0
128.0

100%

Replace...

Tools Settings Help

Timeline Go to document class

Proxy Search SWFs in memory

P-code deobfuscation... Globally rename identifier Rename invalid identifiers Rename colliding traits/classes Deobfuscation

Tools

DefineBitsLossless2 (248: woona)

SWF preview (internal viewer)

Timeline

- class2 (228: shootingstar)
- class2 (230: sparkle\_effect)
- class2 (235: stelson\_icen)
- class2 (236: stelson)
- class2 (237: itmDial)
- class2 (238: roik)
- class2 (242: mikok)
- class2 (243: danger)
- class2 (244: imogen)
- class2 (245: meadowlark)
- class2 (246: sunshin)
- class2 (247: wiconPortrait)
- class2 (248: woona)**
- class2 (249: bridge)
- class2 (250: shadow)
- class (252)

ic tag info

Value
DefineBitsLossless2 (36)
248
6019039 (b65a7d7)
1127 (0x467)
(0.00, 0.00)[128.00 x 192.00]
128.0
192.0

100%

Replace...

moulins — 04.06.2023 20:49

Okay, so I think I found an extremely niche Flash AVM1 bug (Bearbeitet)

112. [20:50]

if you call `createEmptyMovieClip()` on an empty root (or maybe any empty parent clip, haven't tested that yet), the resulting clip doesn't have a `blendMode` property at all

113. [20:51]

and if you try to change the `blendMode` *via* code, it doesn't do anything

114.

Dinnerbone — 04.06.2023 20:51

Hah, funky

115.

waspennator — 04.06.2023 20:51

Is this what's causing all this?

116.

moulins — 04.06.2023 20:52

but the *exact same code* in a non-empty swf (specifically, the one made by Allinol) works as expected

117.

Dinnerbone — 04.06.2023 20:52

Might be worth testing if that's player or swf version specific

118.

moulins — 04.06.2023 20:52

yeah, I won't be able to test the equivalent things in AS3, though

119.

CreaZyp! — 04.06.2023 20:53

Creating an emulator is figuring out all of the bugs, but instead of fixing them you have to reproduce them

120.

moulins — 04.06.2023 20:53

and I still need to finish making a PR for non-string blend modes, so I think I'll just open an issue for now

121. [20:53]

don't want to get too distracted

122. [20:57]

(and it seems it only applies at the swf root, not in a random empty MC, so it's *extremely* niche and probably doesn't matter in practice)

123.

uqers — 04.06.2023 21:12

@waspennator the bounds of G and all its children are the invalid Twips value

124. [21:13]

both the world bounds and the local bounds

125.

Dinnerbone — 04.06.2023 21:14

Maybe I should add a test for that and make it show "invalid"

126.

waspennator — 04.06.2023 21:16

So i'm guessing when it happens, ruffle just doesn't show the object at all visually if it's an invalid twips value, but flash does (Bearbeitet)

127.

Dinnerbone — 04.06.2023 21:17

It's likely a bug causing invalid bounds, rather than a bug when it is invalid bounds. You can't really render something if it's at an invalid position

128.

uqers — 04.06.2023 21:18

isn't the position technically valid, but just really far offscreen? (Bearbeitet)

129.

waspennator — 04.06.2023 21:19

The health bar for Woona shows up fine on ruffle and I can see it on screen and same for the flags, but something specific is going on with that warp portal or woona herself

130.

uqers — 04.06.2023 21:19

probably both have the same issue (Bearbeitet)

131.

Dinnerbone — 04.06.2023 21:19

If its the invalid constant like you suggested, then it's invalid. If its just far off screen, it's still 0 sized

132.

waspennator — 04.06.2023 21:21

All I know is that the rectangle highlight works for the HP bar and the flags, but not Woona herself or the warp portal

133. [21:24]

Actually if it was a bug when its invalid bounds, I don't think the flags would have even shown up on the map, unless its something stupidly weird going on that only effects certain objects with the invalid twips (Bearbeitet)

134.

uqers — 04.06.2023 21:25

flags ("signpost" internally) and everything else have the correct bounds, it's just the character and the warp portal that have broken bounds

135.

waspennator — 04.06.2023 21:26

There's probably more stuff that might be effected, its just hard to test through with half of the stuff not showing up cause of broken ounds

136.

Dinnerbone — 04.06.2023 21:26

(happy to see the debug tools are being useful in finding stuff!)

137.

waspennator — 04.06.2023 21:27

Wonder how it's showing up on flash then if the bounds are broken

138.

Dinnerbone — 04.06.2023 21:28

They might not be broken there.

139. [21:28]

That itself could be the bug

140.

uqers — 04.06.2023 21:34

btw i was testing <https://github.com/ruffle-rs/ruffle/issues/5516> with the debug tools and i found the issue, but now there's a new issue introduced- egui is intercepting tab presses, and the game uses that to open inventory

GitHub

[web: The Last Stand Union City - Graphics missing · Issue #5516 · r...](#)

Describe the bug Hey, this game has been mentioned before but the bug is not really focused yet?  
<https://www.newgrounds.com/portal/view/580377?emulate=flash> After you start the game the graphics do...

ruffle-rs/ruffle

## #5516 web: The Last Stand Union City - Graphics missing



14 comments



desertking opened on October 21, 2021



141. [21:35]

also, it would help a lot if there was an option to always have mouse as pointer, since trying to click in the debug windows is painful when the mouse is hidden

142.

moulins — 04.06.2023 21:37

instead of an option you need to toggle, maybe automatically use a special cursor shape instead of hiding if debug windows are on screen? (Bearbeitet)

143.

uqers — 04.06.2023 21:39

afaik Dinnerbone said it would be difficult to maintain a state between egui and ruffle, but your option would be preferable (Bearbeitet)

144.

moulins — 04.06.2023 21:39

I haven't looked at the internals, but the state of the mouse cursor should be known by the renderer? (Bearbeitet)

145. [21:40]

so this doesn't need interactions with core, only with the desktop renderer (and maybe not even that) (Bearbeitet)

146. [21:41]

ah, no, the mouse cursor is managed by the UiBackend, not by the RenderBackend (Bearbeitet)

147. [21:41]

so it should be even simpler?

148.

Dinnerbone — 04.06.2023 21:47

We need to maintain a "cursor ruffle wants" and "cursor egui wants" and flip depending on context

149. [21:47]

And rest the ruffle one on new player

150.

moulins — 04.06.2023 23:47

Here we go, opened the issue for the weird blend modes thing (<https://github.com/ruffle-rs/ruffle/issues/11375>)

151. [23:48]

Don't think it's worth matching behavior here (especially because it'd need more testing to determine what exactly triggers the bug), but still ^^

152. [23:49]

(in particular, idk if this affects AVM2 too) (Bearbeitet)

5. Juni 2023

153. @waspennator

Okay, now i'm guessing ruffle just isn't rendering certain objects like the warp portals now too

Dinnerbone — 05.06.2023 00:19

I had a quick look at this and the reason there's no graphics in g is because, well, there's no Graphics in g

154. [00:20]

The code for the game does try to add them, but for some reason we're either not doing that, or deleting it

155.

uqers — 05.06.2023 00:20

the world bounds are broken, too, though- or is that a side effect?

156.

Dinnerbone — 05.06.2023 00:20

Bounds will be invalid if there's nothing to show



157. [00:21]

A movieclip inherently has invalid bounds, it has no graphics no anything

158. [00:21]

Once it has a bitmap or something to show, it can show that - but here there's nothing

159. [00:23]

One potential thing is that the game tries to add them with depth 1 which **shouldn't** work, but perhaps it does in flash because reasons

```
this.g.back.pic = _root.pebbldown.clone();
```

```
this.g.back.attachBitmap(this.g.back.pic,1);
```

```
this.g.front.pic = _root.pebbleup.clone();
```

```
this.g.front.attachBitmap(this.g.front.pic,1);
```

6. Juni 2023

160.

p0008874 — 06.06.2023 17:34

<https://github.com/ruffle-rs/ruffle/issues/11396>

GitHub

**[Combat Tournament Legends: Sound instance Spamming. · Issue #11396 ...](#)**

Describe the bug This will cost FPS Drop Down Expected behavior This can't be happen on Flash Player. Affected platform Desktop app  
Operating system Windows 10 Browser No response Additional in...

ruffle-rs/ruffle

# #11396 **Combat Tournament Legends: Sound instance...**



0 comments



**p0008874** opened on June 6, 2023



161. [17:34]

Also I found instance Spamming.

7. Juni 2023

162.

p0008874 — 07.06.2023 12:35

<https://github.com/ruffle-rs/ruffle/issues/7066#issuecomment-1580470905> (Bearbeitet)

GitHub

**[imofo: Display Wrong Object. · Issue #7066 · ruffle-rs/ruffle](#)**

Describe the bug Expected behavior SWF File: <https://www.pouet.net/prod.php?which=18330> Affected platform Desktop app

Operating system Windows 10 Browser Google Chrome 101.0.4951.67 Additional info...

ruffle-rs/ruffle

# #7066 i mofo: Display Wrong Object.



1 comment



p0008874 opened on May 23, 2022



9. Juni 2023

163.  
Dinnerbone

1.  
enigma — 12.06.2023 06:15

Gotcha, well thanks for helping me out once again guy! It was a really hard bug to diagnose but to quote some famous words, "We got em" (Bearbeitet)

1

2.  
nosamu — 12.06.2023 06:46

turns out that passing vars via loadMovie actually does work in the Flash projector (Bearbeitet)

3. [06:47]

the reason it wasn't working for me before seems to just be that I forgot to clear the cache

4. [06:48]

so it was still loading an old version of my test SWF that didn't work yet

5.  
enigma — 12.06.2023 06:53

huh, so I guess our problem isn't the query string? Back to square 1

6.  
nosamu — 12.06.2023 06:54

oh I'm sorry, I was talking about the projector issue specifically

7. [06:54]

not sure how I neglected to mention the main point of what I was trying to say but yeah lol

8. [06:55]

check what I said in help, I meant to communicate the same thing here

1

9.  
nosamu — 12.06.2023 07:09

opened an issue <https://github.com/ruffle-rs/ruffle/issues/11497>

1

10.



relrel — 12.06.2023 08:28

Probably gonna merge <https://github.com/ruffle-rs/ruffle/pull/11459> today. Any oppositions?

GitHub

[avm1: Migrate `Transform` to `NativeObject` by relrelb · Pull Reque...](#)



1

11.

Aaron1011 — 12.06.2023 08:30

Fine by me

15. Juni 2023

12.

enigma — 15.06.2023 01:51

Is anyone working on the loadmovies param bug? (#11497) I thought that if it was easy that I'd like to give it a look, which I have been looking at recently at the function that implements loading movies. Is vm\_data where all the flash vars get loaded into the movie? (movie\_clip.rs)

```
let future = activation.context.load_manager.load_movie_into_clip(  
    activation.context.player.clone(),  
    DisplayObject::MovieClip(target),  
    request,  
    None,  
    crate::loader::MovieLoaderVMData::Avm1 { broadcaster: None },  
);
```

(Bearbeitet)

13. [01:51]

I wish I knew more about Rust to know how to get started. I've been looking at a few tutorials to get started at least but yeah...

14.

nosamu — 15.06.2023 01:51

to answer the first question, I don't think anyone is working on it

15. [01:52]

I have like 3 or 4 other things I plan to work on first plus other things keep coming up lol

16. [01:54]

so yeah it would be great if you can figure out how to implement it, I hope someone can help you

19. Juni 2023

17.

**nosamu** — 19.06.2023 06:57

from help - can anyone look into why this game still isn't working? <https://github.com/ruffle-rs/ruffle/issues/3721>

GitHub

[Onda Educa - Missing layer of objects - Issue #3721 · ruffle-rs/ruf...](#)

Describe the bug Without going into too much detail, this is likely another example of #58 The puzzle activity in Animacuentos calls for the puzzle pieces (evidently on their own layer) to be sitti...

ruffle-rs/ruffle

## #3721 Onda Educa - Missing layer of objects



8 comments



**sombraguerrero** opened on March 21, 2021



18.

**nosamu** — 19.06.2023 12:01

I see you figured it out @Toad06, thanks so much!

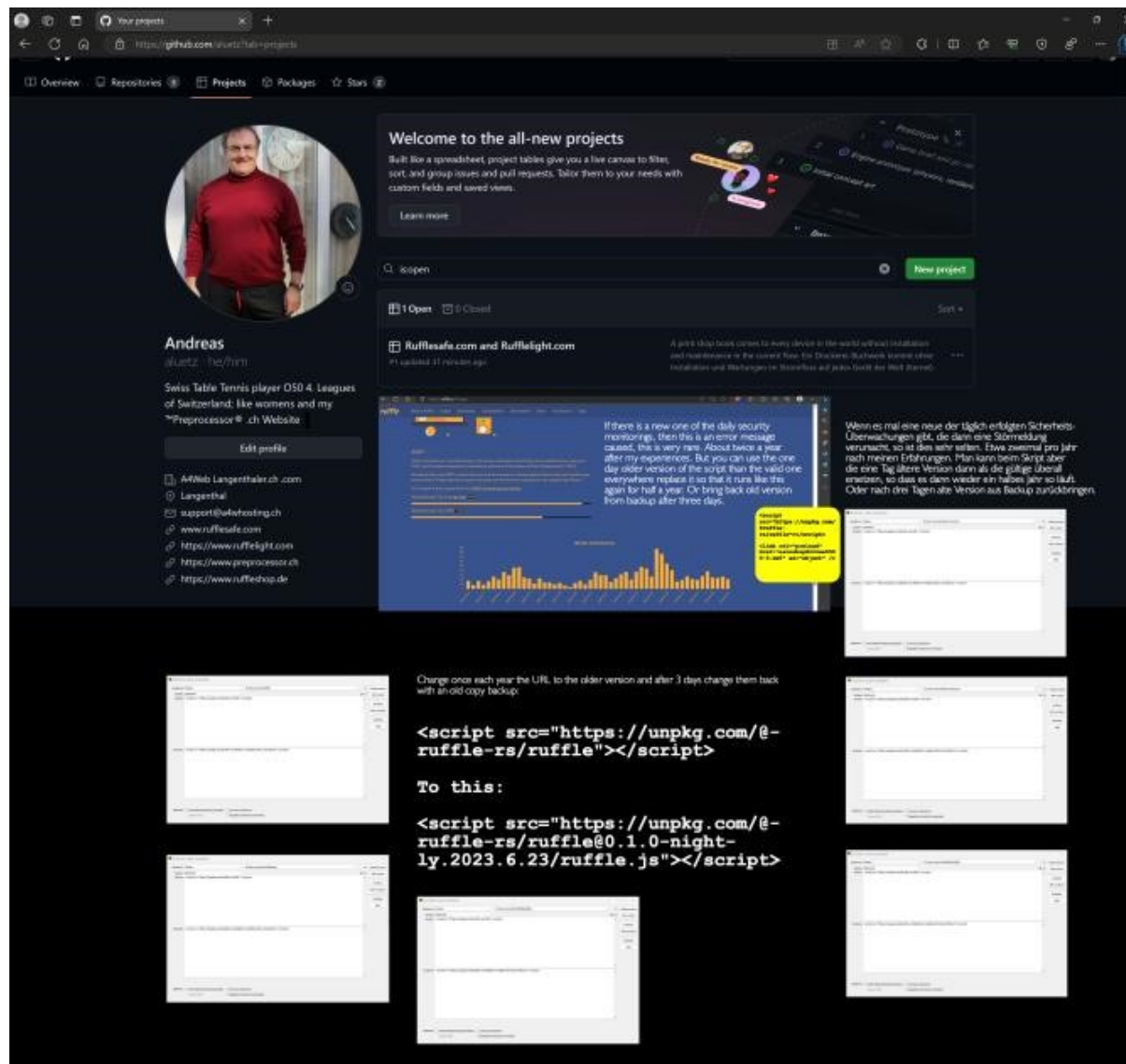
24. Juni 2023



19.  
aluetz

— gestern um 17:34 Uhr

yesterday all my swf works. Today on 2023-06-24 everywhere an error: avm1 with a import of 6000 jpg give out as bitmap



20. [17:35]

see the error description of browsers

# Error Info

Error name: Error



Error message: panicked at 'already borrowed: BorrowMutError', core/src/display\_object/avm1\_button.rs:237:28

Error stack:

...

Error: panicked at 'already borrowed: BorrowMutError', core/src/display\_object/avm1\_button.rs:237:28

Mehr anzeigen

message.txt5 kB

21.

Adrian17 — gestern um 17:36 Uhr

we know, we've seen the github report, AFAIK it's already being looked at.

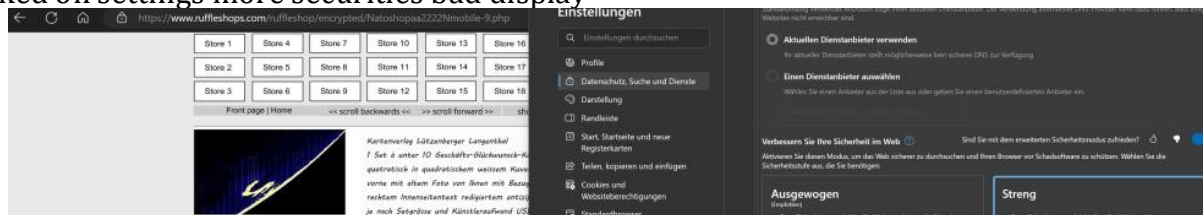


22.

aluetz

— gestern um 17:43 Uhr

I have clicked on settings more securities bad display



23. [17:43]

jpg come in bad quality not in RGB 25-Bit - off then okay

24-Bitt 24. [17:44]

24-Bitt 25. [17:44]

24-Bitt 26.

uqers — gestern um 17:44 Uhr

This is an issue with Ruffle which started happening yesterday, it's not to do with your computer or settings (Bearbeitet)

27.

Dinnerbone — gestern um 17:54 Uhr

@aluetz can you give me some clear steps to reproduce your crash?

28. @Dinnerbone

@aluetz can you give me some clear steps to reproduce your crash?

uqers — gestern um 17:55 Uhr

just load in <https://www.rufflesops.com/ruffleshop/encrypted/natoshop6000ee2222-9.swf>

29. [17:56]

then click "Front Page - Home"

2

30. [17:57]

(or it might crash before you do that, this is based off cache invalidation, which many things can trigger)

31. [17:57]

in all the cases they have the same stack trace though

32. [18:00]

hmm, now that i look at it it's very random

33. [18:01]

They all have the same stack trace so I guess it's the same issue each time?



34. @aluetz

I have clicked on settings more securities bad display

[p0008874](#) — gestern um 18:02 Uhr

Just calm down, We saw that report already.



35. @aluetz

yesterday all my swf works. Today on 2023-06-24 everywhere an error: avm1 with a import of 6000 jpg give out as bitmap

**nosamu** — gestern um 19:58 Uhr

I've provided instructions for you to fix the issue by downgrading Ruffle <https://github.com/ruffle-rs/ruffle/issues/11706#issuecomment-1605307790>

36. [20:00]

please follow the instructions and please stop creating duplicate issues

37.

**uqers** — gestern um 20:00 Uhr

@Dinnerbone any progress on this?

38.

**nosamu** — gestern um 20:01 Uhr

it's not fair to increase the priority of the issue simply because of spam

39.

**Adrian17** — gestern um 20:01 Uhr

I'm also still confused where that could be coming from.

40. **@uqers**

@Dinnerbone any progress on this?

**Dinnerbone** — gestern um 20:02 Uhr

I haven't started looking into it yet.

1

41.

**nosamu** — gestern um 20:03 Uhr

is the crash inconsistent for you guys? I didn't get any inconsistencies when I was testing it

42. **@nosamu**

is the crash inconsistent for you guys? I didn't get any inconsistencies when I was testing it

**uqers** — gestern um 20:09 Uhr

it randomly triggers when pressing buttons or anywhere on the screen

43.

**nosamu** — gestern um 20:10 Uhr

for me it happened within about 1 second after loading the SWF, without doing anything

44. **@nosamu**

for me it happened within about 1 second after loading the SWF, without doing anything

**uqers** — gestern um 20:11 Uhr

for me that happened on my first time, but after that it was inconsistent

45.

**nosamu** — gestern um 20:11 Uhr

I think it would happen after the images finished loading

46. **uqers**

for me that happened on my first time, but after that it was inconsistent

**nosamu** — gestern um 20:11 Uhr

weird

47.

**uqers** — gestern um 20:11 Uhr

yeah, images loaded fine for me every time after my first time

48. [20:11]

i could scroll back and forth through different sets of images, but some of the buttons just trigger the panic (Bearbeitet)

49.

**nosamu** — gestern um 20:12 Uhr

very weird. Now I wonder if my bisect results were really valid

50. **@nosamu**

very weird. Now I wonder if my bisect results were really valid

**uqers** — gestern um 20:12 Uhr

the bisect is correct, it shows up in the stack trace

1

51. [20:12]

we just don't understand where it was mutably borrowed before

52.

[nosamu](#) — gestern um 20:12 Uhr

me neither

53.

[uqers](#) — gestern um 20:13 Uhr

now i'm considering adding traces whenever base\_mut/write gets called and whenever drop gets called (Bearbeitet)

1

54.

[Dinnerbone](#) — gestern um 21:21 Uhr

Looking into the crash now. Funnily I get a different (But very obviously 100% wrong) stacktrace on the crash

55. [21:22]

56. 4: ruffle\_core::display\_object::edit\_text::EditText::redraw\_border

5: ruffle\_core::display\_object::avm1\_button::Avm1Button::set\_sounds

There's no way to go from set\_sounds to redraw\_border (Bearbeitet)

57. [21:26]

It's when there's a button containing text; the button places the text (and locks self mutably), the text invalidates itself and tries to propagate to the parent but the parent is still held

58. [21:26]

And the reason *that* happens is because of the override in set\_matrix

59.

[Adrian17](#) — gestern um 21:28 Uhr

Maybe a local rebuild without wasm-opt would give better stack traces?

60.

[Dinnerbone](#) — gestern um 21:28 Uhr

That was desktop, I switched to debug mode and it's fine

61.

Adrian17 — gestern um 21:29 Uhr

D:

62.

Dinnerbone — gestern um 21:35 Uhr

Can't seem to make a test for it though

63.

Adrian17 — gestern um 21:36 Uhr

so, sanity check... rebuild with older Rust? just in case? :D

64.

Dinnerbone — gestern um 21:41 Uhr

No idea, I can reproduce it manually but any test I make doesn't do it. It's just a really obscure scenario I think

65. [21:42]

There's two solutions I can think of; one is to not have the parent (button) lock self whilst adding children, the other is to move out invalidate from `redraw_border` and do it everywhere except for matrix or positional changes

66.

Adrian17 — gestern um 21:43 Uhr

do you know which borrow exactly triggers this? There are two in that func

67.

Dinnerbone — gestern um 21:43 Uhr

I suppose actually, this means any time a text is changed it's currently invalidating and that shouldn't happen anyway, so it should be option 2

68. [21:43]

Yeah sec

69. [21:43]

for record in &self.0.read().static\_data.read().records { display\_object/avm1\_button.rs:143 That's where parent is locked

70.

Adrian17 — gestern um 21:44 Uhr

oh huh.

71.

Dinnerbone — gestern um 21:44 Uhr

It'll call `child.set_matrix()` which is overridden by `EditText` to call `redraw_border`, and `redraw_border` invalidates `self` which tries to invalidate parent

72. [21:45]

I feel like both places should probably change, this bug could happen with other things that tried to touch their parent in theory

73.

Adrian17 — gestern um 21:46 Uhr

it's a borrow on `self.0.read()` I presume

74.

Dinnerbone — gestern um 21:46 Uhr

I think so yeah

75.

Adrian17 — gestern um 21:46 Uhr

so it is an automatic lifetime extension

76.

Dinnerbone — gestern um 21:46 Uhr

I'm not 1000% sure it's that line, but it makes the most sense. We're holding it implicitly to iterate the records, and in that iteration we're calling stuff on children

77.

Adrian17 — gestern um 21:47 Uhr

then we could just do

```
let static_data = self.0.read().static_data; // it's a GcCell
for record in &static_data.read().records {
```

(Bearbeitet)

78.

Dinnerbone — gestern um 21:47 Uhr

That's true!

79.

Adrian17 — gestern um 21:47 Uhr

I wish there was some magic lint that could detect and warn about it



80. @Adrian17

then we could just do `let static_data = self.0.read().static_data; // it's a GcCell for record in &static_data.read().records { (Bearbeitet)`

Dinnerbone — gestern um 21:49 Uhr

That fixes it!

81.

Adrian17 — gestern um 21:50 Uhr

yeah, it's unfortunately not the first time we're holding a Ref without noticing

82.

Dinnerbone — gestern um 21:50 Uhr

I'll add a comment about it

83.

Adrian17 — gestern um 21:50 Uhr

yeah, I just wish there was a more general way to avoid this

84. [21:53]

oh, here

85. [21:53]

<https://github.com/ruffle-rs/ruffle/commit/a929a4becd4e18c8cf45964d346a42163cd19838>

GitHub

[avm2: Do not borrow Object's lock just to get the bound method · ru...](#)

ruffle-rs/ruffle



## avm2: Do not borrow Object's lock just to get the...

13 lines changed +9 -4

 **adrian17** committed March 31, 2022 [a929a4b](#)



86.

[Dinnerbone](#) — gestern um 21:54 Uhr

87. [21:54]

Thanks for the suggested fix, I overcomplicated that haha

88. [21:55]

I think we still need to look into why we redraw things on `set_matrix` in `EditText`... The drawing it makes should work regardless of matrix, the matrix is applied after?

89.

[Adrian17](#) — gestern um 21:55 Uhr

I'm still kinda afraid of regressing that unintentionally, as long as the lifetime extensions are invisible

90. [21:55]

@moulins any ideas?

91.

[moulins](#) — gestern um 21:59 Uhr

well, these issues were my initial impetus for the new GC APIs

92. [22:00]

e.g. it would allow for invalidating the parent without taking any RefCell lock

93.

[Adrian17](#) — gestern um 22:01 Uhr

I get the Cell/Lock stuff

94. [22:01]

but assuming something stays a RefLock, the issue with  
for record in &self.0.read().static\_data.read().records {  
is still relevant, right?

95.

[moulins](#) — gestern um 22:02 Uhr

well, the two read() calls would probably go away

96. [22:03]

I actually have a "port" of Avm1/2Button to the new GC API which shows things well

97. [22:05]

look here: [https://github.com/moulins/ruffle/blob/aadee0b754f6d8e5271448ec91626b15f3e7a1ed/core/src/display\\_object/avm1\\_button.rs](https://github.com/moulins/ruffle/blob/aadee0b754f6d8e5271448ec91626b15f3e7a1ed/core/src/display_object/avm1_button.rs)

98. [22:07]

basically, the issue isn't necessarily the locks in themselves, it's the fact that they nest (Bearbeitet)

99. [22:08]

because every GcCell *must* go through a lock, even in cases where it doesn't make much sense

25. Juni 2023

100.

[nosamu](#) — heute um 02:42 Uhr

@aluetz the problem is fixed now, you can switch back to your previous script tag if you like

101. [@nosamu](#)

@aluetz the problem is fixed now, you can switch back to your previous script tag if you like



aluetz

— heute um 22:00 Uhr

Thanks a lot. I've done a backup. Thanks a lot.