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**Daniel Porteous**

posted 32 minutes ago (last edited 26 minutes ago)

Bizarre max_files error.

Hi folks. So I **think** I've managed to finish the project. However, I can't be sure because I'm running into this weird error. It first appeared when I got around to printing my output puzzle, upon which I ran into this error: **ERROR: Not enough resources: max_files**. Looking at the trace, the error would appear when I got to the open() call in the print_puzzle function. The problem has since gotten worse, now occurring on the first call to open() when I try to open the puzzle file.

I figured this problem is probably something to do with my system judging by the error name, so I've tried:

1. Restarting my system (have you tried turning it off and on again).
2. Moving the code to a different directory.
3. Running the code on my mac laptop, my windows pc and the uni linux system. The same error at the same place occurs in all (debunking the idea that it's the system).
4. Going through and removing any rogue special chars from my code so that it is all pure ascii (from UTF-8). The one page I found on the net by googling suggested trying this.
5. ???

At a bit of a loss here, because previously the code was running all the way up to and past solving the puzzle.

To clarify, if I remove the call to print_puzzle, the code runs through fine. However the moment I include the predicate in main, it no longer gets through the program at all. I'm only doing this on a 3x3 puzzle.

Pretty obscure error but I'd love some advice. Thanks!

Updates:

1. I've tried getting all the code from my separate files and putting them in the one, thinking perhaps I had too many open file handles (just trying anything at this point, didn't expect it to

do anything since they get closed after use anyway).

[Reply](#)[Quote](#)[Edit](#)[Delete](#)**Daniel Porteous**

Just now

RE: Bizarre max_files error.

Alright so I fixed the error but I'll leave this and the fix here if anyone runs into the same problem (pretty unlikely I'd say).

So the problem was I was trying to unwrap the value from a slot() when it might not have been in one in the first place (for me I have slot(a) or slot(_) but just #. I imagine most people would have a similar setup).

I was doing this in my put_puzzle_char() predicate so it's pretty impressive really that prolog managed to die so early from something so distant in execution. Too bad about the vague error message though.

Good luck all!

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