关于打包机故障的工作报告

一、故障现场:

- 1、打包机维护、或意外重启后,所有仓库无法打开,git 命令 error;
- 2、jenkins 打包管道无法有效检出目标分支;
- 3、jenkins 打包管道运行到资源压缩步骤时报错,无法打开、或处理压缩;
- 4、从 Timemachine 恢复项目异常中断;
- 5、压缩、解压文件异常中断;
- 6、copy 命令拷贝大文件目录异常中端;
- 7、git clone 检出异常中断;

二、排查:

首次:

- 1、压缩、拷贝等高 cpu 使用率任务无法完成,报错 device error;
- 2、检查系统硬件报告,发现内存 ECC Errors;
- 3、问题发生前有过打包机维护操作,期间把查过内存;

怀疑内存硬件问题;

复发:

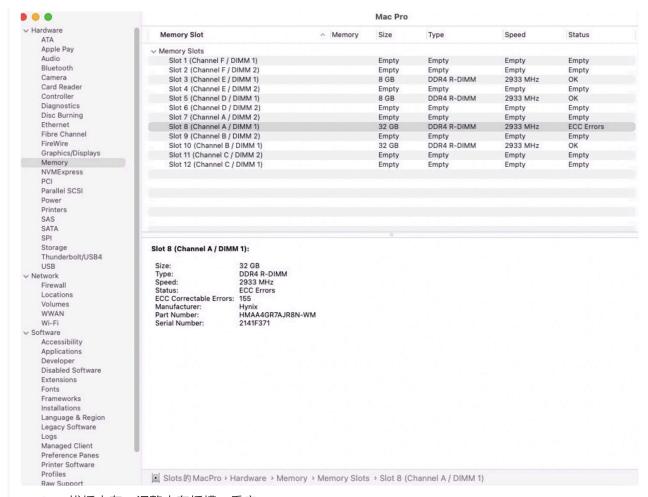
- 4、部分图片文件无法打开, 部分 js 文件打开后出现部分乱码现象;
- 5、文件拷贝到其他磁盘打开后仍见异常;
- 6、从其他设备拷贝仓库、git clone 重新拉去仓库后仍见异常;
- 7、问题再次发生前有过人为重启打包机操作,且期间 jenkins 工作中;

怀疑硬盘故障导致;

三: 处理:

1、硬件故障:

a. 内存故障:



. 拔插内存、调整内存插槽;重启

ii. 更换内存条;

b. 硬盘故障:

- i. 需要的文件目录迁移到系统磁盘,已经损坏的文件从 Timemachine 中拷贝;
- ii. 更换硬盘;

2、软件故障:

a. git 仓库损坏:

SlotsdeMacPro:ws apple\$ git reset --hard

error: bad signature 0x00000000

fatal: index file corrupt

error: file .git/objects/pack/pack-b787e1cd9d0cedc678cff8ec930559831cd2884c.pack is not a GIT packfile fatal: unresolved deltas left after unpacking fatal: unpack-objects failed

fatal: unpack-objects failed
error: bad signature 0x34353232
fatal: index file corrupt

i. 硬件问题未修复:

找运维修复硬件问题;消除内存 ECC Errors 状态;选择系统磁盘部署仓库、或更换硬盘;

ii. 硬件问题已经修复:

检查仓库状态: git fsck --full --no-dangling

删除错误的 pack, 删除 rm .git/index; rm .git/objects/pack/pack-0e25e4e60c83e81feded02c7d14f8225da7a8575.packrm .git/objects/pack/pack-0e25e4e60c83e81feded02c7d14f8225da7a8575.idx

尝试从远端重新拉取对象: git fetch -p

硬复位: git reset —hard

清理仓库: git clean -fd

清楚仓库缓存: git rm -r --cached.

如无法解决问题,从 TimeMachine 恢复仓库;

仍无法解决,重新 clone 仓库;

b. cocos2dx git 子仓库同步异常:

修正.gitmodule 文件中的远程地址, 部分官方远程地址已经废弃仅支持 https 访问;

```
Submodule "tools/bindings-generator"]
path = tools/bindings-generator
url = git://github.com/cocos2d/bindings-generator.git
url = https://github.com/cocos2d/bindings-generator.git
[submodule "web"]
path = web
url = git://github.com/cocos2d/cocos2d-html5.git
url = https://github.com/cocos2d/cocos2d-html5.git
```

删掉子仓库目录,重新同步子仓库;

```
git submodule sync
git submodule update --init --recursive
```

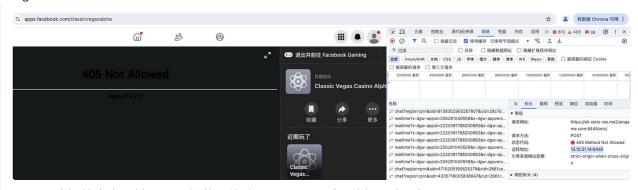
c. 文件损坏:

```
games_trigger_effect.png压缩后变大,直接使用原图
压缩进度: 619/26951
libpng error: IDAT: CRC error
Error! Could not process file
/Volumes/Storage/normal_builder/ws_cvs/publish/native/res_oldvegas/liberty_wilds/reels/symbol/liberty_wilds_symbol_batch_wild_h
ong_jackpot_moxing.png
Error! Cannot read input picture file
'/Volumes/Storage/normal_builder/ws_cvs/publish/native/res_oldvegas/liberty_wilds/reels/symbol/liberty_wilds_symbol_batch_wild_
hong_jackpot_moxing.png'
压
络/Volumes/Storage/normal_builder/ws_cvs/publish/native/res_oldvegas/liberty_wilds/reels/symbol/liberty_wilds_symbol_batch_wild_
```

- i. 优先从 Timemachine 或其他未损坏位置拷贝文件;
- ii. 删掉中间文件,走脚本重新生成;
- d. 文件同步异常:

```
objects/pack/pack-5ae21f79a6r35e2365a7def5b72d798b1222lb.pack
16970855499 180% 239.63MB/s 0:03:097 (xfer#3737, to-check=80/4653)
1 raynor: read errors mapping "/volumes/Storage/normal_builder/ws_cvs2/.git/objects/pack/pack-53a
2c1f79965786236536765b720798b1222lb.pack: Device error (83)
2c ERROR: objects/pack/pack-53ae21f79a63af35e2365a7def5b72d798b1222lb.pack failed verification —
update discarded.
```

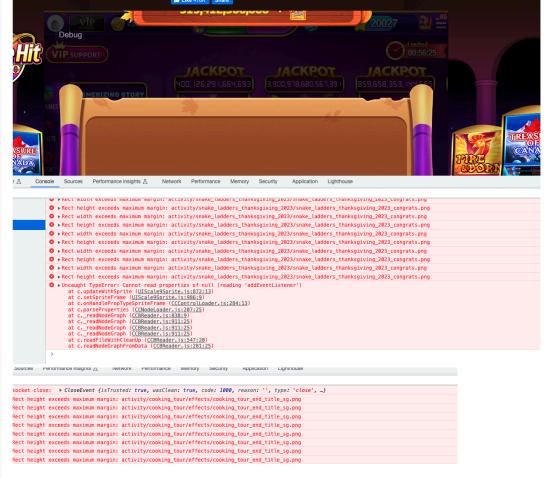
e. nginx 访问异常:



POST 访问静态资源被 nginx 拦截,修改 nginx 配置(具体问下幸泽);

重启 nginx: sudo nginx -s reload

f. 资源访问丢资源:



删除.webpcache 目录, 重新打包; 时间较长;