

Ryzom - Bug # 1068

Status:	New	Priority:	Normal
Author:	flocke	Category:	OS: GNU/Linux
Created:	08/12/2010	Assignee:	
Updated:	08/24/2010	Due date:	
Subject:	unable to move more than one object		
Description			
<p>I have to re-report this bug.</p> <p>I thought it was resolved, but it seems that this was just a single coincidence, it seems as if it occurs random.</p> <p>Sometimes when moving items from my inventory to a other location I am prompted for the number of items to move, and sometimes it just moves one single item.</p> <p>It seems completely random when this bug occurs, I can't see any conditions that may cause it.</p>			

History

#1 - 08/12/2010 04:58 pm - flocke

Ok, maybe I should mention that I use a selfbuild version of the client (newest hg) on the "official" shared.
Everytime I report a bug I miss some facts, sry for that -.-

#2 - 08/20/2010 09:32 am - kervala

Are you talking about key modifiers such as shift and control ?

It seems like other players have this problem, (shift+enter) and (control+enter) are not working.

#3 - 08/20/2010 09:50 am - flocke

No, that's not the main problem (I can't use some key modifiers like shift as well, but this is about something else)

If I select a item in my inventory with the right mouse button and click on "Move to" and select the target I am normaly asked how many items I want to move.

But sometimes I am not, it just moves 1 single item. (this is very unpleasant if you want to move 999 items ^^)

At first it just happend after a longer time of playing, but yesterday it was right after loggin on, so it seems to be no time-dependent issue.

#4 - 08/20/2010 09:53 am - kervala

Thanks for precisions :)

#5 - 08/20/2010 10:00 am - flocke

No problem :)

I will try to upload the client.log (or some other logfile) after it happend the next time if this could help somehow.

#6 - 08/24/2010 10:44 am - flocke

- File *client.log* added

I uploaded the client.log after it happend again.

Maybe it can help.

Files

client.log	4.3 MB	08/24/2010	flocke
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