

Ryzom - Bug # 149

Status:	Closed	Priority:	Normal
Author:	kaetemi	Category:	Tools: General
Created:	10/06/2008	Assignee:	kaetemi
Updated:	09/30/2010	Due date:	
Subject:	3ds Max crashes when modifying previously set node properties (like sound environment, etc)		
Description			
3ds Max crashes when modifying previously set node properties (like sound environment, etc).			
<ul style="list-style-type: none">- Make a box- Go to NeL Export- Click 'Node properties'- Go to 'Accelerator'- Select 'Cluster'- Choose an environment FX (SEWERPIPE or something)- Hit OK- Hit 'Node properties' again- Choose a different environment FX- Hit OK- CRASH!			

History

#1 - 11/02/2008 06:00 pm - kaetemi

- Status changed from New to Resolved
- % Done changed from 0 to 100

Applied in changeset r479.

#2 - 11/02/2008 06:01 pm - kaetemi

- Status changed from Resolved to Closed
- Assignee set to kaetemi
- Estimated time set to 0.50

Some stuff was using malloc instead of MAX_malloc, causing memory access crash when max tried to call MAX_free.

#3 - 05/11/2009 07:51 pm - sfb

- Target version set to Version 0.7.0

Setting the appropriate target version.

#4 - 09/29/2010 09:24 pm - kervala

- Project changed from NeL to Ryzom
- Category deleted (Tools)

- Target version deleted (Version 0.7.0)

#5 - 09/30/2010 11:38 am - kerval

- Category set to Tools: General

- Target version set to Version 0.7.0