

## Ryzom - Bug # 1498

<b>Status:</b>	Resolved	<b>Priority:</b>	High
<b>Author:</b>	Nixus	<b>Category:</b>	Client: General
<b>Created:</b>	10/06/2012	<b>Assignee:</b>	kervala
<b>Updated:</b>	10/07/2012	<b>Due date:</b>	
<b>Subject:</b>	Client fails to switch shortcut bars on ctrl + number hotkeys.		
<b>Description</b>			
<p>I'm using Xubuntu 12.04, 64 bit and Ryzom client from Kervala's PPA, version 0.8.2683~precise2.</p> <p>Configuration: Default state of client, no pre-existing configs (except data stored on server), etc.</p> <p>To reproduce: When in game, try to switch shortcut bars by using default ctrl+1 ... ctrl+9 hotkeys.</p> <p>Result: No effect. Shortcut bar does not switches.</p> <p>Expected: Appropriate shortcut bar selected according to number used with ctrl.</p> <p>Note: Previous PPA version worked perfectly in this regard (but obviously had some minor issues with webapps, etc after server merge).</p>			

### History

#### #1 - 10/06/2012 01:51 pm - kervala

Hi !

We aware of it and we have a fix for it, I'll commit it on repository soon and I'll update Ryzom Core packages.

#### #2 - 10/07/2012 02:45 am - Nixus

Thanks. This one is fairly annoying. And sorry, looks like if I filed bug to wrong category. Though it does not looks like if I can edit it after filing bugs.

#### #3 - 10/07/2012 09:34 am - kervala

- Status changed from New to Resolved
- Assignee set to kervala
- Target version set to Version 0.9.0

The category seems correct to me :) It has been been fixed in repository and I'm going to create new package on PPA.

#### #4 - 10/07/2012 09:34 am - kervala

- % Done changed from 0 to 100