

Ryzom - Bug # 1516

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	glurf	<b>Category:</b>	Client: General
<b>Created:</b>	12/07/2012	<b>Assignee:</b>	
<b>Updated:</b>	12/08/2012	<b>Due date:</b>	
<b>Subject:</b>	Client crash		
<b>Description</b>			
I was teleporting to the kami teleporter of Zora when my client crashed. The log crash is attached below.			
<b>Related issues:</b>			
duplicates Ryzom - Bug # 1512: Client crash		<b>New</b>	<b>12/05/2012</b>

History

#1 - 12/07/2012 11:27 pm - kervala

That's exactly the same as #1512 :)

#2 - 12/07/2012 11:57 pm - glurf

Well, in #1512 i was walking in the region for more than 10 mn, here it's at teleportation in a capital, not exactly the same, no ?

#3 - 12/08/2012 10:04 am - kervala

No, in fact, I mean that's a crash on the same line in the same cpp file exactly so if we fix the previous but, this one is fixed too :)

Files

crash_7_dec	22 kB	12/07/2012	glurf
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