

## Ryzom - Bug # 370

|                    |  |                  |       |
|--------------------|--|------------------|-------|
| <b>Status:</b>     | Closed                                       | <b>Priority:</b> | Low   |
| <b>Author:</b>     | namine                                       | <b>Category:</b> | Build |
| <b>Created:</b>    | 02/09/2009                                   | <b>Assignee:</b> |       |
| <b>Updated:</b>    | 09/30/2010                                   | <b>Due date:</b> |       |
| <b>Subject:</b>    | u_env_sound.h file doesn't exist             |                  |       |
| <b>Description</b> | and should not be referenced in project file |                  |       |

### History

#### #1 - 02/09/2009 03:59 pm - namine

- Status changed from New to Validated

#### #2 - 02/09/2009 03:59 pm - namine

- Category set to Sound
- Status changed from Validated to Assigned
- Assignee set to namine
- Target version set to Version 0.7.0

#### #3 - 02/09/2009 04:00 pm - namine

- File env\_sound.patch added
- Status changed from Assigned to Patched
- % Done changed from 0 to 100

#### #4 - 02/11/2009 10:23 am - kerval

- Status changed from Patched to Resolved

Applied in changeset r962.

#### #5 - 02/11/2009 10:24 am - kerval

- Status changed from Resolved to Closed

#### #6 - 09/29/2010 09:28 pm - kerval

- Project changed from NeL to Ryzom
- Category deleted (Sound)
- Target version deleted (Version 0.7.0)

#### #7 - 09/30/2010 11:52 am - kerval

- Category set to Build
- Assignee deleted (namine)
- Target version set to Version 0.7.0

### Files

|                 |           |            |        |
|-----------------|-----------|------------|--------|
| env_sound.patch | 657 Bytes | 02/09/2009 | namine |
|-----------------|-----------|------------|--------|