

Ryzom - Bug # 62

Status:	Closed	Priority:	High
Author:	kervalva	Category:	NeL: General
Created:	09/09/2008	Assignee:	kervalva
Updated:	09/30/2010	Due date:	
Subject:	Crash in CTextureBump destructor		
Description			
<p>When going into CTextureBump destructor, <code>_NameToNFHandle</code> (line 332 of <code>src/3d/texture_bump.cpp</code>) is invalid so <code>_NameToNFHandle->second.NumRefs</code> is generating an exception.</p> <p>It should not occur since neither <code>std::map</code> erase and insert are invalidating iterators (VC++ STL specific case ?).</p>			

History

#1 - 09/09/2008 02:20 pm - kervalva

- Status changed from *Assigned* to *Resolved*
- % Done changed from 0 to 100

Applied in changeset r252.

#2 - 09/09/2008 02:24 pm - kervalva

The fix removes the use of the `_NameToNFHandle` variable for storing the iterator.

Instead, it's looking for the right iterator in destructor, so it's sure it's correct.

#3 - 05/11/2009 02:38 pm - sfb

- Status changed from *Resolved* to *Closed*

#4 - 09/29/2010 09:09 pm - kervalva

- Project changed from *NeL* to *Ryzom*
- Category deleted (*3d*)
- Target version deleted (*Version 0.7.0*)

#5 - 09/30/2010 11:29 am - kervalva

- Category set to *NeL: General*
- Target version set to *Version 0.7.0*