

Ryzom - Bug # 641

Status:	Closed	Priority:	Normal
Author:	kervalva	Category:	NeL: General
Created:	07/31/2009	Assignee:	kervalva
Updated:	09/30/2010	Due date:	
Subject:	Assert when a vertex is not found in CShadowPolyReceiver::_VertexMap		
Description			
An assert often occurs in : void CShadowPolyReceiver::releaseVertex(uint id)			
It seems like the vertex has already been removed from the map, so we'll remove it only when it's found otherwise we'll show a warning.			

History

#1 - 07/31/2009 01:49 pm - kervalva

- Status changed from *New* to *Validated*

#2 - 07/31/2009 01:50 pm - kervalva

- Status changed from *Validated* to *Assigned*

- Assignee set to *kervalva*

- Estimated time set to *0.10*

#3 - 07/31/2009 01:53 pm - kervalva

- Status changed from *Assigned* to *Resolved*

- % Done changed from *0* to *100*

Applied in changeset r1682.

#4 - 08/03/2009 03:02 pm - sfb

- Status changed from *Resolved* to *Closed*

Patch looks good. Thank you kervalva!

#5 - 09/29/2010 09:43 pm - kervalva

- Project changed from *NeL* to *Ryzom*

- Category deleted (*3d*)

- Target version deleted (*Version 0.7.0*)

#6 - 09/30/2010 02:48 pm - kervalva

- Category set to *NeL: General*

- Target version set to *Version 0.7.0*