

## Ryzom - Bug # 971

<b>Status:</b>	Closed	<b>Priority:</b>	Urgent
<b>Author:</b>	kervalala	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	06/09/2010	<b>Assignee:</b>	kervalala
<b>Updated:</b>	07/28/2010	<b>Due date:</b>	
<b>Subject:</b>	Another dead lock under Linux		
<b>Description</b>	Sometime when there are a lot of new textures to load, there is another dead lock.		

### History

#### #1 - 06/09/2010 08:14 pm - kervalala

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

Applied in changeset r311.

#### #2 - 06/09/2010 08:54 pm - kervalala

- Target version set to Version 0.8.0

I checked under Windows, it's working without problem. Post here if you discover any related bug under Linux, Windows or Mac OS.

#### #3 - 07/15/2010 04:45 pm - kervalala

- Status changed from Resolved to Closed

#### #4 - 07/28/2010 10:12 am - kervalala

- Category changed from NeL: General to OS: GNU/Linux