

Ryzom - Bug # 978

Status:	Rejected	Priority:	High
Author:	vbmithr	Category:	Client: General
Created:	06/12/2010	Assignee:	sfb
Updated:	06/12/2010	Due date:	
Subject:	Client segfault under linux		
Description			
Program received signal SIGSEGV, Segmentation fault. 0x00007ffff5ca1bc7 in NL3D::CDriverUser::delete3dMouseListener(NL3D::U3dMouseListener*) () from /usr/local/lib/libnel3d.so.0.7.0			

History

#1 - 06/12/2010 03:26 am - vbmithr

Forget about this, I was confused by the executable changing names.
There is no segfault at all

#2 - 06/12/2010 03:28 am - sfb

- Status changed from New to Rejected
- Assignee set to sfb

Thanks for letting us know!

#3 - 06/12/2010 12:50 pm - kerval

There was a segfault due to use of old ryzom client with new nel :)

NeL headers changed yesterday so it's causing a sort of dll hell :)