

## Ryzom - Bug # 1027

<b>Status:</b>	Rejected	<b>Priority:</b>	Normal
<b>Author:</b>	molator	<b>Category:</b>	Client: General
<b>Created:</b>	07/24/2010	<b>Assignee:</b>	
<b>Updated:</b>	07/24/2010	<b>Due date:</b>	
<b>Subject:</b>	driver_direct3d_shader.cpp		
<b>Description</b>			
A failed assertion occursProcName: client_ryzom_r.exe Date: 2010/07/24 14:29:37 File: .\driver_direct3d_shader.cpp Line: 410 FuncName: NL3D::setFXReason: "drv->activeShader  With a Radeon Hd4830, DirectX 11 on Windows 7 x86.  It works with OpenGL.			
<b>Related issues:</b>			
duplicates Ryzom - Bug # 843: Client Core crashing on direct3d shader driver		<b>New</b>	<b>05/06/2010</b>

### History

#1 - 07/24/2010 09:43 pm - kerval

- Status changed from New to Rejected