

Ryzom - Bug # 1236

Status:	Closed	Priority:	Normal
Author:	sfb	Category:	Services: General
Created:	01/18/2011	Assignee:	sfb
Updated:	01/19/2011	Due date:	
Subject:	EGS Crash: Crash when saving player.		
Description	<p>Whenever the state of the player changes and the EGS saves the player PDR it creates a new PD Message to send to the BS and crashes.</p> <p>This is due to the way we're casting the values into a union. The fix uses memcpy instead of C-style casts.</p>		

History

#1 - 01/18/2011 07:47 pm - sfb

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

Applied in changeset r1302.

#2 - 01/19/2011 03:33 pm - sfb

- Status changed from *Resolved* to *Closed*

This appears to not have broken anyone and has resolved my crashes. I'm closing the issue.

Thank you PackPro!