

## Ryzom - Bug # 149

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kaetemi	<b>Category:</b>	Tools: General
<b>Created:</b>	10/06/2008	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	3ds Max crashes when modifying previously set node properties (like sound environment, etc)		
<b>Description</b>			
3ds Max crashes when modifying previously set node properties (like sound environment, etc).			
<ul style="list-style-type: none"><li>- Make a box</li><li>- Go to NeL Export</li><li>- Click 'Node properties'</li><li>- Go to 'Accelerator'</li><li>- Select 'Cluster'</li><li>- Choose an environment FX (SEWERPIPE or something)</li><li>- Hit OK</li><li>- Hit 'Node properties' again</li><li>- Choose a different environment FX</li><li>- Hit OK</li><li>- CRASH!</li></ul>			

### History

#### #1 - 11/02/2008 06:00 pm - kaetemi

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

Applied in changeset r479.

#### #2 - 11/02/2008 06:01 pm - kaetemi

- Status changed from Resolved to Closed
- Assignee set to kaetemi
- Estimated time set to 0.50

Some stuff was using malloc instead of MAX\_malloc, causing memory access crash when max tried to call MAX\_free.

#### #3 - 05/11/2009 07:51 pm - sfb

- Target version set to Version 0.7.0

Setting the appropriate target version.

#### #4 - 09/29/2010 09:24 pm - kervala

- Project changed from NeL to Ryzom
- Category deleted (Tools)

- Target version deleted (Version 0.7.0)

**#5 - 09/30/2010 11:38 am - kerval**

- Category set to Tools: General

- Target version set to Version 0.7.0