

## Ryzom - Bug # 883

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	ratmice	<b>Category:</b>	Build
<b>Created:</b>	05/11/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	05/28/2010	<b>Due date:</b>	
<b>Subject:</b>	linux segfault in lua		
<b>Description</b>			
<p>This patch fixes a segfault in lua under linux, The functions declared in it never get called (I suspect that maybe it is from a shared library constructor)? but the symbols defined conflict with luas symbols and due to the commented out implementation of the function, the dll versions of the symbols never get populated.</p>			

### History

#### #1 - 05/11/2010 09:43 pm - kervala

lua\_dll.cpp is not used on Windows so I will add exceptions on CMakeLists.txt

#### #2 - 05/11/2010 09:45 pm - kervala

- Category set to Build
- Status changed from New to Assigned
- Assignee set to kervala

#### #3 - 05/11/2010 09:46 pm - kervala

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

Applied in changeset r102.

#### #4 - 05/11/2010 09:47 pm - kervala

- Target version set to Version 0.8.0

#### #5 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed

### Files

lua_segf.diff	536 Bytes	05/11/2010	ratmice
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