

## Ryzom - Bug # 923

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	jayme	<b>Category:</b>	Client: General
<b>Created:</b>	05/20/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	05/28/2010	<b>Due date:</b>	
<b>Subject:</b>	Loot does not appear in loot window		
<b>Description</b>	In recent client builds we have to move the character for the loot to appear in the loot windows (on windows, linux and mac).		

### History

#### #1 - 05/20/2010 08:49 pm - rti

same for merchants and skill trainers.

#### #2 - 05/21/2010 04:28 pm - kervala

I'm investigating into this issue, so I checked several revisions :

121 ok  
130 ok  
131 ok  
141 ok  
161 ok  
168 ok  
169 bad  
184 bad  
193 bad  
last bad

It seems like 169 introduced the bug :)

Edit: revision 168 is working fine too :p

#### #3 - 05/21/2010 04:28 pm - kervala

- Status changed from New to Validated

#### #4 - 05/21/2010 06:46 pm - kervala

- Status changed from Validated to Assigned

- Assignee set to kervala

- Target version set to Version 0.8.0

I think I found the error, but I'm checking one more time to be sure :)

#### #5 - 05/21/2010 06:56 pm - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r208.

**#6 - 05/28/2010 05:24 pm - vl**

- Status changed from Resolved to Closed