

## Ryzom - Bug # 1442

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	rajaaar	<b>Category:</b>	Client: General
<b>Created:</b>	03/03/2012	<b>Assignee:</b>	kervalala
<b>Updated:</b>	05/11/2012	<b>Due date:</b>	
<b>Subject:</b>	variable tokens don't work on linux client		
<b>Description</b>	<p>Hello,</p> <p>variable tokens, added in patch 1.10, don't work (ref <a href="http://atys.ryzom.com/start/app_forum.php?page=topic/view/6621">http://atys.ryzom.com/start/app_forum.php?page=topic/view/6621</a> ).</p> <p>How to reproduce :</p> <ul style="list-style-type: none"><li>- connect on Ryzom with native linux client</li><li>- go to chat window</li><li>- write, for instance, \$me\$</li><li>- what you should see : "your_avatar_name"</li><li>- what you actually see : "\$me\$"</li></ul> <p>I tried all variable tokens, in several clients and distributions, the only exception is \$t\$ which is working correctly.</p> <p>In fact some people, including I, really would like to have these variable working, because we are creating theatre shows, for events, and these shows, for interactivity with audience, and many other things, are using pre-written texts, including these variable tokens.</p> <p>Now we are blocked because many of us are using linux.</p> <p>Thanks for reading</p>		

### History

#### #1 - 03/03/2012 01:58 pm - kervalala

Yes, that's fixed in Hg but there is no official client compiled with the fix :)

Edit: This commit : r1899

#### #2 - 03/04/2012 01:42 am - rajaaar

Oh ok thanks :)

#### #3 - 04/26/2012 08:15 pm - sfb

- Category set to Client: General
- Status changed from New to Resolved
- Assignee set to kervalala
- Target version set to Version 0.9.0

See noted, kervalala fixed in r1899.

#4 - 05/11/2012 04:37 pm - sfb

- Status changed from Resolved to Closed