

## Ryzom - Bug # 978

<b>Status:</b>	Rejected	<b>Priority:</b>	High
<b>Author:</b>	vbmithr	<b>Category:</b>	Client: General
<b>Created:</b>	06/12/2010	<b>Assignee:</b>	sfb
<b>Updated:</b>	06/12/2010	<b>Due date:</b>	
<b>Subject:</b>	Client segfault under linux		
<b>Description</b>			
Program received signal SIGSEGV, Segmentation fault. 0x00007ffff5ca1bc7 in NL3D::CDriverUser::delete3dMouseListener(NL3D::U3dMouseListener*) () from /usr/local/lib/libnel3d.so.0.7.0			

### History

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#### #1 - 06/12/2010 03:26 am - vbmithr

Forget about this, I was confused by the executable changing names.  
There is no segfault at all

#### #2 - 06/12/2010 03:28 am - sfb

- Status changed from New to Rejected  
- Assignee set to sfb

Thanks for letting us know!

#### #3 - 06/12/2010 12:50 pm - kerval

There was a segfault due to use of old ryzom client with new nel :)

NeL headers changed yesterday so it's causing a sort of dll hell :)