

## **Issue #102: SegFault while switching representations on and off**

### **Description**

Load the PDBs 1ADB twice in BALLView (or 2 big other molecules) and switch the visibility mode of both on and off. Then you will get a segmentation fault in function BALL::VIEW::GLvertexVector3\_

### **Status: pending, Assigned\_to:**

### **Issuedata**

Classification: Bug , Topic: UI , Importance: Critical

### **Progress**

Deadline: 2008/09/16 14:10:08.306 GMT+2 , Hours estimated: 0 , Hours needed: 0 , Percent done: 0

### **Contact**

Name: Till Schneider , E-Mail: neodym1@gmx.de

### **Transcript**

#### **#1 Created 2008-09-02 02:16 PM (till)**

Changed: topic: "" -> "UI"

Changed: importance: "medium" -> "critical"

Changed: title: "" -> "SegFault while switching representations on and off"

Changed: description: "" -> "Load the PDBs 1ADB twice in BALLView (or 2 big other molecules) and switch the visibility mode of both on and off. Then you will get a segmentation fault in function BALL::VIEW::GLvertexVector3\_"