

## NWN:EE Public Bugs - Bug #40386

### [Toolset 1.5.0.0] Access Violation when clicking on any object in an area.

04/04/2019 03:19 PM - Daz .

<b>Status:</b>	Submitted	<b>Start date:</b>	04/04/2019
<b>Classification:</b>	Public Item	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Category:</b>	Tool-set general
<b>Found In Version:</b>	Next Update		

#### Description

Steps to reproduce:

Have 'Open Areas in Tabs' enabled.

- 1) Create a new module + area
  - 2) Add an object to area 1
  - 3) Create another area
  - 4) Open both areas if they aren't yet
  - 5) Close area 2
  - 6) Click on the object in area 1 and get an access violation.
  - 7) Open area 2 again and click on the object in area 1 again, no access violation
- Closing area 1 and opening it again also results in no access violations

#### History

**#1 - 04/04/2019 03:50 PM - Bill Harper**

- Status changed from New to Submitted

*Internal Report* [#40386](#)

Hi, thanks for the quick report and sorry we missed this one! I confirmed the issue and got it filed. We'll get this fixed for the next update. For now, you can work around it by closing and re-opening the area w/ the placed object. Thanks again!

**#2 - 04/11/2019 02:01 AM - Victor "virusman" Babenko**

#40387

**#3 - 06/14/2019 05:42 PM - Victor "virusman" Babenko**

This has been fixed in the new build: [https://forums.beamdog.com/discussion/comment/1076325/#Comment\\_1076325](https://forums.beamdog.com/discussion/comment/1076325/#Comment_1076325)  
Thank you!