

Doomsday Engine - Bug #1895

[Windows] Pressing Alt+F4 during engine startup causes Dday to crash

2014-11-06 00:38 - vermil

Status:	Closed	Start date:	2014-11-06
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.15		
Description			
Pretty much what the subject states.			
If one presses Alt+F4 during gameplay, the game's quit dialog comes up (I assume deliberate)			
If Alt+F4 is pressed during Map loading, the games quit dialog comes up upon map loading completing.			
If one presses Alt+F4 on Ring Zero, Dday immediately closes with no confirmation (is a confirmation possible in this case?).			
But if one presses Alt+F4 during engine start up, Dday freezes and crashes a few seconds later.			

Associated revisions

Revision abca343e - 2014-11-15 22:10 - skyjake

Fixed|Client|Windows: Potential crash if closing window during startup

When game resources are being located, games become current for short periods of time (kludge in Games::locateStartupResources()). If a "quit" command happened to be executed at this time, a crash could occur in the console command execution, presumably if the game suddenly was removed in another thread.

As a workaround, closing the window is disallowed during busy mode.

IssueID #1895

History

#1 - 2014-11-06 09:08 - skyjake

- Tags set to Windows, WindowManager
- Category set to Defect
- Assignee set to skyjake

#2 - 2014-11-15 22:11 - skyjake

- Status changed from New to Closed
- Target version set to 1.15
- % Done changed from 0 to 100