Doomsday Engine - Bug #102

jHeretic: crash with makelocp

2003-07-05 14:29 - voodoomaster

Status:	Closed	**Start date:**	2003-07-05
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.10		

Description

While testing out models for Corvus, I had created two
more besides con0: con1 and con2.
When I used "setcon 1" after "makelocp 1"
and "makelocp2", I used con1 to kill con0.
After this, I tried to use "makelocp 1", and it started me,
on con1, back at the beginning, respawned, so I tried to
respawn con0 with "makelocp 0", and Doomsday had an
illegal function and crashed, then exited without resizing
the screen back to the default resolution.

Hope this is thorough enough!

Labels: Multiplayer

History

#1 - 2003-07-05 18:19 - skyjake

Logged In: YES
user_id=717323

Fixed for 1.7.11. Correct behaviour: makelocp fails if the
player is already in the game.