Doomsday Engine - Bug #1039

[Snowberry] utf8' codec can't decode byte 0xe1 in position 4

2012-05-12 22:35 - legluondunet

Status:	Closed	**Start date:**	2012-05-12
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.7		

Description

Hello,

when I click on Snowberry "Addons" tab, I obtain this error:

Runtime Error
An unexpected error occured during the processing of event tab-selected. Please report this incident to skyjake@users.sourceforge.net.
Exception:
'utf8' codec can't decode byte 0xe1 in position 4: invalid continuation byte
Traceback:
UnicodeDecodeError: 'utf8' codec can't decode byte 0xe1 in position 4: invalid continuation byte
File "./events.py", line 401, in send
callback(event)
File "/usr/share/doomsday/snowberry/plugins/tab30.plugin/Contents/tab30/main.py", line 465, in handleNotification
refreshList()
File "/usr/share/doomsday/snowberry/plugins/tab30.plugin/Contents/tab30/main.py", line 349, in refreshList
addonList.addItemWithColumns(id, icon, name, versionStr)
File "./sb/widget/list.py", line 182, in addItemWithColumns
w.SetStringItem(index, i, columns[i])
File "/usr/lib/python2.7/dist-packages/wx-2.8-gtk2-unicode/wx/_controls.py", line 4570, in SetStringItem
return *controls*.ListCtrl_SetStringItem(*args, **kwargs)
File "/usr/lib/python2.7/encodings/utf_8.py", line 16, in decode
return codecs.utf_8_decode(input, errors, True)

My Wad files are in this folder:
/home/legluondunet/Bureau/A_Ranger/Jeux/DOOMS-LIKE/Doomsday/WADs
I'm using the last snowberry and Doomsday from PPA

Thanks for your help

Labels: Snowberry

History

#1 - 2012-05-29 19:46 - skyjake

Fixed for 1.9.9, appearing in today's build 542.

#2 - 2012-10-16 10:30 - galt_gendo

Any chance there's something with the letter 'á' in that folder ?