

Doomsday Engine - Bug #1077

No longer handling unknown flats

2012-08-24 21:10 - vermil

Status:	Closed	Start date:	2012-08-24
Priority:	High	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.9		
Description			
Largely what the summary states.			
Dday will load the map and log the unknown materials in the console. But Dday will crash with a seg violation upon the player seeing a sector containing an unknown material, instead of displaying the unknown material graphic.			

History

#1 - 2012-08-12 22:02 - daniij

Fixed for the upcoming Doomsday v1.9.9.

#2 - 2012-08-27 19:44 - daniij

- labels: Data --> testtag