

Doomsday Engine - Bug #1693

Crash when joining multiplayer game with Vanilla profile

2013-12-30 20:28 - skyjake

Status:	Closed	Start date:	2013-12-30
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	1.13.1		
Description			
See forums post: http://dengine.net/forums/viewtopic.php?f=7&t=1633#topic			

Associated revisions

Revision 38d539c1 - 2014-01-01 17:06 - skyjake

Fixed|Client|Renderer: Crash with Vanilla profile in multiplayer

Todo: This is a quick fix. It seems there is an underlying oversight in the logic wrt multiplayer games (clmobjs, perhaps?) that should be examined more carefully.

IssueID #1693

Revision 9f06692d - 2014-01-01 17:08 - skyjake

Fixed|Client|Renderer: Crash with Vanilla profile in multiplayer

Todo: This is a quick fix. It seems there is an underlying oversight in the logic wrt multiplayer games (clmobjs, perhaps?) that should be examined more carefully.

IssueID #1693

History

#1 - 2014-01-01 16:48 - skyjake

- Status changed from New to In Progress

#2 - 2014-01-01 17:09 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 0 to 100