

## Doomsday Engine - Bug #1702

### Crash when multiple clients join a game

2014-01-03 20:01 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2014-01-03
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Regression	
<b>Target version:</b> 1.13.1	
<b>Description</b>	
See: <a href="http://dengine.net/forums/viewtopic.php?f=7&amp;t=1662#topic">http://dengine.net/forums/viewtopic.php?f=7&amp;t=1662#topic</a>	
If no bindings exist for a player, P_IsControlBound() will access a null pointer.	