

Doomsday Engine - Bug #1720

[multiplayer] client seg fault when something moves

2014-01-25 21:35 - vermil

Status:	Closed	Start date:	2014-01-25
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:	Regression		
Target version:	1.14		
Description Pretty much what the subject says; in the latest unstable build (1119) when anything moves in a multiplayer game, monster or player (though the player can mouselook around without issue), the client segfaults. Though the server remains running. Also if one fires a weapon right before it segfaults (i.e which alerts monsters who promptly move and cause a crash), the player is unable to re-join until the server changes maps; otherwise it seems Dday tries to immediately repeat the gunshot, which caused the crash the first time, with the same fatal results.			

History

- #1 - 2014-01-27 11:45 - daniij
- Status changed from New to Resolved
 - Assignee set to daniij
 - Target version set to 1.14
 - % Done changed from 0 to 100
- #2 - 2014-02-04 19:36 - skyjake
- Status changed from Resolved to Closed