Doomsday Engine - Bug #1855

[XG] Dummything not fully initialized

2014-08-15 22:13 - vermil

Status:	Closed	**Start date:**	2014-08-15
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Defect		
Target version:			

Description

Recent thinker changes mean that XG's dummyThing is not fully initialized, which causes Dday to crash on maps that utilize XG.

Related issues:

Related to Bug #1853: [Doom] Platform movement sound origin	**Closed**	**2014-08-14**

Associated revisions

Revision 1959d401 - 2014-08-16 12:35 - skyjake

Fixed|XG|libcommon: Misuse of dummy mobj in XG leading to a crash

p_xgsec was converted to C++ with some minimal cleanup. XG now allocates
thinkers using ThinkerT, and does not call memset on the dummy mobj
(which is a C++ instance).

IssueID #1855

History

#1 - 2014-08-15 22:22 - skyjake

- Category set to Defect

- Assignee set to skyjake

- Target version set to 49

#2 - 2014-08-15 22:23 - skyjake

- Related to Bug #1853: [Doom] Platform movement sound origin added

#3 - 2014-08-16 12:38 - skyjake

- Status changed from New to Feedback

- Assignee changed from skyjake to vermil

- % Done changed from 0 to 100

#4 - 2014-08-16 12:38 - skyjake

Please test the fix with the next unstable build. At least in my old *xgtest* the crash was fixed.

#5 - 2014-08-21 10:27 - vermil

skyjake wrote:

> Please test the fix with the next unstable build. At least in my old *xgtest* the crash was fixed.

Also seems fixed.

#6 - 2014-08-21 11:02 - skyjake

- Status changed from Feedback to Closed

- Assignee changed from vermil to skyjake

#7 - 2015-06-08 10:47 - skyjake

- Target version deleted (49)