

Doomsday Engine - Bug #1858

0 tic/time handling

2014-08-22 11:08 - vermil

Status: New	Start date: 2014-08-22
Priority: Low	% Done: 0%
Assignee:	
Category: Defect	
Target version: Modding	

Description

Modern Dday with it's higher precision math (I assume this is the cause) is unable to handle 0 tic/time lengths in ded's reliably (i.e XG, mobj defs etc) unlike 1.8.6; it seg faults, infinite loops etc.

May I raise the possibility of DDay automatically correcting such (i.e automatically converting 0 time values to the equivalent of the minimum amount of time the definition type supports? To avoid fatal errors and crashes in Dday.

I suggest an automatic correction because older mods may have used 0 tic/time values.

History

#1 - 2014-08-22 11:10 - vermil

Obviously, I am aware that Dday never officially supported 0 time lengths.

#2 - 2019-11-29 21:05 - skyjake

- *Tracker changed from Feature to Bug*
- *Category set to Defect*
- *Priority changed from Normal to Low*
- *Target version set to Modding*

Seg faults and infinite loops certainly are bugs that should be fixed.