Doomsday Engine - Bug #1960

Crash when handling input events during busy mode

2015-02-05 15:59 - skyjake

Status:	Closed		**Start date:**	2015-02-05
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:	Defect			
Target version:	1.15			

Description
G_EventSequenceResponder is erroneously being called during busy mode, even though the engine should not be offering any input events to the game while running in busy mode.

Related issues:		
Related to Bug #1954: Joining an MP game from a different game causes segfaul...	**Closed**	**2015-01-29**

Associated revisions

Revision 415acbd1 - 2015-02-05 16:01 - skyjake

Fixed|Input|Bindings: Do not offer events to game during busy mode

This was causing a fatal error, which may actually look like a crash
during busy mode.

IssueID #1960

History

#1 - 2015-02-05 15:59 - skyjake

- Related to Bug #1954: Joining an MP game from a different game causes segfault (after version conflict) added

#2 - 2015-02-05 18:33 - skyjake

- Status changed from Resolved to Closed