

## Doomsday Engine - Bug #1989

### Client assert fail (possible crash) if joining game during intermission

2015-03-08 17:04 - skyjake

|   |             |                    |  |
|---|-------------|--------------------|--|
| <b>Status:</b>  | New         | <b>Start date:</b> | 2015-03-08   |
| <b>Priority:</b>  | Urgent      | <b>% Done:</b>     | 0%   |
| <b>Assignee:</b>  | skyjake     |                    |  |
| <b>Category:</b>  | Defect      |                    |  |
| <b>Target version:</b>  | Multiplayer |                    |  |
| <b>Description</b>  |             |                    |  |
| If the server is in the intermission screen, a client connects, and then triggers the Fire control (to advance to the next map), the client has an assertion failure: |             |                    |  |
| ASSERT failure in QList<T>::operator[]: "index out of range"  |             |                    |  |
| Relevant stack trace:   |             |                    |  |
| 5   | doom        | 0x0000000118f28450 | QList<internal::wianimstate_t>::operator[](int) + 96 (qlist.h:486) |
| 6   | doom        | 0x0000000118f2247d | beginAnimations() + 173 (intermission.cpp:540)                     |
| 7   | doom        | 0x0000000118f227e4 | initShowNextMap() + 36 (intermission.cpp:637)                      |
| 8   | doom        | 0x0000000118f22784 | IN_SetState(interludestate_t) + 84 (intermission.cpp:1544)         |
| 9   | doom        | 0x0000000118f5b13c | NetCl_Intermission + 540 (d_netcl.cpp:710)                         |
| 10  | doom        | 0x0000000118f58ec6 | D_HandlePacket + 838 (d_net.cpp:578)                               |
| 11  |             | 0x000000010c7cd8ff | Cl_GetPackets() + 1375   |

### History

#### #1 - 2015-03-08 17:05 - skyjake

- Description updated

#### #2 - 2015-05-06 17:40 - skyjake

- Priority changed from Normal to High

#### #3 - 2015-05-12 23:31 - skyjake

- Status changed from New to In Progress

- Assignee set to skyjake

#### #4 - 2015-11-24 19:19 - skyjake

- Target version set to 50

#### #5 - 2015-11-28 11:12 - skyjake

- Status changed from In Progress to New

#### #6 - 2016-03-27 07:45 - skyjake

- Priority changed from High to Urgent

#### #7 - 2016-03-27 08:04 - skyjake

- Target version changed from 50 to 2.1 (Late 2018)

#### #8 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer