

Doomsday Engine - Bug #1993

Switching maps while XG lines are active causes seg fault

2015-03-12 12:51 - vermil

Status:	Feedback	Start date:	2015-03-12
Priority:	High	% Done:	0%
Assignee:	vermil		
Category:	Regression		
Target version:	Modding		
Description			
Exiting or warping to another map while an XG def is active (whether or not it is actually affecting the map) appears to cause a seg fault. I have also got a signal terminated error on rare occasions.			

History

#1 - 2015-03-12 13:06 - danij

Please provide a copy of the mod in question and detail the steps to replicate the issue. The original report is too vague.

#2 - 2015-03-12 13:06 - danij

- Status changed from New to Feedback
- Assignee set to vermil

#3 - 2017-04-03 13:55 - skyjake

- Category set to Regression
- Priority changed from Normal to High
- Target version set to Modding

#4 - 2017-04-03 13:55 - skyjake

- Tags set to XG, PlaySim