

Doomsday Engine - Bug #2090

Missile with no death state error

2015-06-13 22:25 - vermil

Status:	New	Start date:	2015-06-13
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Modding		
Description			
<p>A long standing issue that occurs almost every time a missile with a null death state impacts something</p> <p>Dday 1.8.6 had no issue with this set up (i.e it didn't crash), but newer versions of Dday crash with a seg fault. Upon testing again recently in Dday, it now produces the below error message:</p> <pre>"Loop: Uncaught exception during loop iteration: [Error] (Mobj_BspLeafAtOrigin) Mobj is not yet linked ^ : Application terminated due to exception:linked ^ : Application terminated due to exception: Uncaught exception during loop iteration: [Error] (Mobj_BspLeafAtOrigin) Mobj is not yet linked"</pre>			

History

#1 - 2015-06-14 09:39 - skyjake

- Description updated

#2 - 2017-04-03 13:42 - skyjake

- Tags set to Definitions, PlaySim, Physics

- Category set to Defect

- Target version set to Modding