

Doomsday Engine - Bug #2158

[UI] Doesn't load when one unloads a game

2016-04-08 13:04 - vermil

Status: Closed	Start date: 2016-04-08
Priority: Urgent	% Done: 0%
Assignee: skyjake	
Category: Defect	
Target version:	
Description	
The new UI doesn't load when one unloads an in progress game, Windows 64bit. The taskbar appears accessible and fully functional however.	
Sorry for the short description; there isn't really much to add.	

History

#1 - 2016-04-08 13:05 - skyjake

- Tags set to UI, Client, Home
- Category set to Defect
- Status changed from New to In Progress
- Assignee set to skyjake
- Priority changed from Normal to Urgent
- Target version set to 49

#2 - 2016-04-12 09:29 - skyjake

Is this still happening? I am unable to reproduce the issue, perhaps you could provide a detailed set of steps?

#3 - 2016-04-19 12:30 - vermil

I am unable to replicate this in the now latest unstable.

#4 - 2016-04-19 12:43 - skyjake

- Status changed from In Progress to Closed

Let's reopen this if it happens again.

#5 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)