

Doomsday Engine - Bug #2251

Crash after an error occurs, instead of graceful exit

2017-06-19 07:56 - skyjake

Status:	Closed	Start date:	2017-06-19
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.0.2		
Description			
In many situations where Doomsday should report a fatal error message and shut down nicely, it instead just crashes. This happens particularly when the busy worker thread encounters an error.			

Associated revisions

Revision 174dcab2 - 2017-06-19 08:50 - skyjake

Fixed|Client|libcore|libappfw: More graceful fatal errors

A fatal error should not crash the engine, just pop up an error message.

Client's BusyRunner was ignoring the busy worker abort notification. Now it causes the busy worker to be instantly killed.

While a fatal error message is displayed the main game is window is just hidden, not deleted. Deleting everything while the objects are in use is not a great idea.

IssueID #2251

Revision 80f7856d - 2017-06-24 09:18 - skyjake

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History

#1 - 2017-06-19 07:56 - skyjake

- Subject changed from *Crash after an error occurs* to *Crash after an error occurs, instead of graceful exit*

#2 - 2017-06-19 08:51 - skyjake

- % Done changed from 0 to 50

#3 - 2017-06-24 09:21 - skyjake

- Status changed from *In Progress* to *Closed*

- % Done changed from 50 to 100