

Doomsday Engine - Bug #2260

Crash after returning to a different map in a hub (mobj target pointer null)

2017-07-27 12:24 - skyjake

Status:	Closed	Start date:	
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.0.3		
Description			
In a Hexen test scenario provided by theleo_ua, a mobj's target pointer was found to be null after teleporting to a different map in a hub.			

History

#1 - 2017-07-27 12:25 - skyjake

- Subject changed from *Crash after returning to a different map in a hub* to *Crash after returning to a different map in a hub (mobj target pointer null)*