

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)*