

Doomsday Engine - Bug #2266

sha256 hash on SourceForge changes

2017-11-03 16:18 - ivxcvi

Status: Closed	Start date: 2017-11-03
Priority: Normal	% Done: 0%
Assignee:	
Category: 3rd party compatibility	
Target version:	
Description	
Hello,	
I've noticed that the sha256 checksum changes periodically for the 2.0.3 version OSX release. Is this because of the autobuilder?	
Understandably, this is causing issues with homebrew cask.	
Thank you.	

History

#1 - 2017-11-03 19:39 - skyjake

- Status changed from New to Closed

Thanks for letting me know. The rebuilds of 2.0.3 were related to fixing and testing some issues with the build scripts. There are some more details in this blog post: <http://blog.dengine.net/2017/09/doomsday-2-0-3-other-minor-updates/>

The problem has now been fixed, so I don't expect upcoming stable builds to need rebuilding. Therefore, I'm closing this bug.