Doomsday Engine - Bug #240

Linux/Mac: Crash when configuring controls

2005-07-03 03:15 - zachkeene

Status:	Closed	**Start date:**	2005-07-03
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta1		

Description

I get a crash and this message whenever I try to use
the "Controls" menu to assign a mouse button to something:

doomsday: ../../Src/con_bind.c:1026:
B_BindingsForCommand: Assertion `bindClass - 1 <
sizeof(binds[i].command)/ sizeof(binds[i].command[0])'
failed.

It happens in all three games.

Labels: User Interface

History

#1 - 2005-07-03 11:09 - skyjake

Logged In: YES
user_id=717323

That assertion is there to prevent indexing the binds[i].command
array past its end.

I couldn't reproduce it in Linux by trying to assign MB1, MB2, or
MB3 to the Fire and/or Jump controls. Are you doing something
different than this?

#2 - 2005-07-03 11:12 - skyjake

Logged In: YES
user_id=717323

Ah, on a second try I could reproduce this at least in Ultimate
Doom.

#3 - 2005-07-03 18:05 - zachkeene

Logged In: YES
user_id=1103163

Well it's usually Mouse Look or Strafe I'm trying to
reassign, but other than that, no, I'm not doing anything
different.