

Doomsday Engine - Bug #272

wx._core.PyDeadObjectError: The C++ part of the MyStaticText

2006-02-08 13:37 - danij

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| Status: Closed | Start date: 2006-02-08 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: 1.9.0-beta4 | |
| Description I'm posting this on behalf of theChad at the DoomsdayHQ forums. He writes: I keep getting this error when trying to get jdrp.pk3's working in the new doomsday (1.9.0) i've been using 1.8.3 and i've looked all over the net on how to fix this but i'm stumped. (snowbery out) Traceback (most recent call last): File "ui.pyc", line 1362, in Notify File "plugins\launcher.py", line 53, in expire setLaunchMessage("") File "plugins\launcher.py", line 180, in setLaunchMessage launchText.setText(text) File "widgets.pyc", line 825, in setText File "wx_core.pyc", line 13212, in <i>getattr</i> wx._core.PyDeadObjectError: The C++ part of the MyStaticText object has been deleted, attribute access no longer allowed. (specs) windows xp home sp2 compaq persario 2.70ghz 760mb ram nvidia geforce 5500 256 ram Any help would rule, my email is thechadisgr8@hotmail.com Labels: Snowberry | |

History

#1 - 2006-06-01 04:48 - skyjake

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Should not happen again in 1.9.0-beta4. Please submit a new bug report if the problem persists.