

Doomsday Engine - Bug #345

Crash with 3D models on Mac OSX

2006-08-24 10:08 - danij

Status: Closed	Start date: 2006-08-24
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta4	
Description I'm posting this on behalf of jarida from the forums. Details and crash report can be found here: http://forums.newdoom.com/showthread.php?t=31188	
Labels: Data	