

Doomsday Engine - Bug #365

jDoom64: Save games crash

2006-09-23 11:48 - mrdarka

Status: Closed	Start date: 2006-09-23
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description DOOM64TC crashes when saving game. Doomsday.out attached.	
Labels: jDoom64	

History

#1 - 2006-09-23 11:49 - mrdarka

Logged In: YES
user_id=1042746

wrong file attached :)

#2 - 2006-09-23 11:50 - mrdarka

doomsday.out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/beaa7725/352c/attachment/doomsday.out

#3 - 2006-09-23 11:50 - mrdarka

Logged In: YES
user_id=1042746

attaching the right one now

#4 - 2007-05-28 06:19 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#5 - 2007-05-29 11:56 - danij

Logged In: YES
user_id=849456
Originator: NO

I'm not sure (haven't looked into this yet) but it is likely to be related to the problems with "in stasis" thinkers using the same "code" (setting the thinker action to -1) as used for automatic deletion. If so then it is probably already fixed.

#6 - 2008-08-24 23:17 - danij

Logged In: YES
user_id=849456
Originator: NO

This appears to have been fixed.