

Doomsday Engine - Bug #478

Pause

2007-10-01 04:34 - terracon

Status: Closed	Start date: 2007-10-01
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description Playing single player on linux the game will Pause. Shooting monsters while playing or just running around the game will randomly pause over and over. I have to keep hitting the pause key to resume play. Fire weapon .. pause. Switch weapons.. pause. You get the idea.	
Labels: jDoom	

History

#1 - 2008-01-04 20:27 - danij

Logged In: YES
user_id=849456
Originator: NO

This bug is another symptom of the problems introduced with packet security fixes in 1.9.0-beta5.2

#2 - 2008-02-14 17:48 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=724165
Originator: NO

I'm pretty sure its due to the typo in the deng-1.9.0-beta5.2.orig/deng-1.9.0-beta5.2/plugins/common/src/d_netsv.c near the line 192 (*msg instead of *count).

#3 - 2008-02-14 17:53 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=724165
Originator: NO

See http://sourceforge.net/tracker/index.php?func=detail&aid=1893913&group_id=74815&atid=542101