

Doomsday Engine - Bug #503

Segfaults using line attacks in Vile Flesh mod

2008-01-06 17:03 - danij

Status: Closed	Start date: 2008-01-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.8.6	
Description Vile Flesh: http://mysite.wanadoo-members.co.uk/vileflesh For some reason, using line attacks in certain places of the Vile Flesh mod will result in a instant segfault. I suspect there is a problem with this map's BSP. Labels: Gameplay	