

Doomsday Engine - Bug #515

old ded syntax issue

2008-06-02 17:59 - vermil

Status: Closed	Start date: 2008-06-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	

Description

It seems that there is a bug(s) in the DED parser regarding old style XG syntax.

For instance, the top definition below, using modern syntx, works in game, in Beta5, while the bottom one using older style syntax doesn't.

Works:

```
Line Type {  
Id = 15010  
Count = -1  
Class = teleport  
Flags = player_cross | monster_cross  
Flags2 = when_act | any  
Ip0 = "Isref_line_tagged"  
Ip1 = 0  
Ip2 = 0  
Ip3 = 0  
}
```

Doesn't Work:

```
Line Type {  
Id = 15010  
Count = -1  
Class = "ltc_teleport"  
Flags = "ltf_player_cross ltf_monster_cross";  
Flags2 = "ltf2_when_act ltf2_any";  
Ip0 = "Isref_line_tagged";  
Ip1 = 0  
Ip2 = 0  
Ip3 = 0  
}
```

Labels: Definitions

History

#1 - 2008-06-20 09:17 - danij

Logged In: YES
user_id=849456
Originator: NO

I've checked the DED parser in current svn #rev5723 and both of the above Line Types are being read correctly and result in the exact same internal representation.

#2 - 2008-06-20 11:35 - vermil

Logged In: YES
user_id=1420350
Originator: YES

Ah, so it's been fixed since Beta5 then. That's good :)