

Doomsday Engine - Bug #526

undefined symbol: isnumber

2008-07-24 07:00 - yagisan

Status:	Closed	Start date:	2008-07-24
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta6		
Description			
<pre>yagisan@doomguy:~/deng\$ /opt/deng/bin/doomsday -game jdoom -iwad /home/yagisan/wads/iwads/doom2.wad -wnd Z_Create: New 32.0 MB memory volume. determineGlobalPaths: Base path = /opt/deng/share/deng/ Con_Init: Initializing the console. Executable: Version 1.9.svn-trunk-devel +R Jul 24 2008 (DGL). Sys_InitWindowManager: Using SDL window management. While opening dynamic library /opt/deng/lib/libjdoom.so: /opt/deng/lib/libjdoom.so: undefined symbol: isnumber loadGamePlugin: Loading of libjdoom.so failed ((null)). Error loading game library.Z_Shutdown: Used 1 volumes, total 33554432 bytes. In svn revision 5844 Skyjake added the isnumber call to line 364 of plugins/common/src/m_ctrl.c Was this meant to be a call to isdigit from ctype.h ??</pre>			

History

#1 - 2008-07-24 07:08 - skyjake

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Originator: NO

Yeah, isdigit would've been better, but like the TODO says I'm going to rewrite that anyway today.