

Doomsday Engine - Bug #628

Failing to read more than one loose ded

2009-02-27 21:17 - vermil

Status:	Closed	Start date:	2009-02-27
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.8.6		
Description			
The summary says all.			
I've attached my Doomsday.out file which shows that Snowberry is passing the command line containing all the ded's to Dday. However if we scroll down to where the ded's are read, only the first ded on said command line appears there.			
Labels: Startup			

History

#1 - 2009-02-27 21:17 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/50d89ca5/2cf6/attachment/doomsday.out

#2 - 2009-03-20 14:47 - daniij

Fixed in svn for 1.9.0-beta6.1