

Doomsday Engine - Bug #629

A couple of broken XG classes

2009-02-27 21:21 - vermil

Status:	Closed	Start date:	2009-02-27
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
A couple of broken XG classes:			
It seems that the plane_move xg class crashes 1.9 Beta6 with a "SetValue: DDVT_PTR incompatible with value type DDVT_INT" error.			
Also the wall_texture/material class seems in-functional. It doesn't crash 1.9 Beta6, but it doesn't do anything at tall.			
Labels: XG			

History

#1 - 2009-03-04 20:08 - daniij

Both these issues should now be fixed in the 1.9.0-beta6 branch of svn.