

## Doomsday Engine - Bug #646

### jHexen Deathkings Crash

2009-03-21 16:02 - boscmann

<b>Status:</b> Closed	<b>Start date:</b> 2009-03-21
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> Game crashes at same point in the Catacomb Map 4 (44). Error: Set Value: DDVT_PTR incompatible with value type DDVT_INT. Repeatable.	
<b>Labels:</b> jHexen	

#### History

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#1 - 2009-03-23 14:21 - danij

Fixed in svn for 1.9.0-beta6.1