

Doomsday Engine - Bug #767

HeXen: mobj_t* converted to int! Not 64-bit compatible

2009-09-09 09:54 - vermil

Status: Closed	Start date: 2009-09-09
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

It is my understanding that Dday is currently not fully 64bit compatible.

But whenever a Cleric player in HeXen fires the Wraithverge, it is printing this to the console:

```
"mobj_t* converted to int! Not 64-bit compatible"
```

Maybe a left over debugging aid?

Labels: Console

History

#1 - 2009-11-19 13:20 - danij

Fixed for 1.9.0-beta6.8