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