

Doomsday Engine - Bug #87

console command kill

2003-06-24 22:21 - skyjake

Status: Closed	Start date: 2003-06-24
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description When it's accidently used in menu and no game is running, doomsday freezes and crashes.	
Labels: User Interface	

History

#1 - 2003-06-30 20:44 - skyjake

Logged In: YES
user_id=717323

Fixed for 1.7.11.