

## Doomsday Engine - Bug #1024

### SEGV during 3D weapon use

2012-04-13 12:05 - vvv1

<b>Status:</b> Closed	<b>Start date:</b> 2012-04-13
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.8 Unstable	
<b>Description</b> I can't reopen or add comment to closed bug. But issue can be reproduced again in build462: <a href="https://sourceforge.net/tracker/?func=detail&amp;aid=3496963&amp;group_id=74815&amp;atid=542099">https://sourceforge.net/tracker/?func=detail&amp;aid=3496963&amp;group_id=74815&amp;atid=542099</a>	
<b>Labels:</b> jHexen	

### History

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#1 - 2012-04-13 10:39 - danij

Reopened the original report.