

## Doomsday Engine - Bug #1989

### Client assert fail (possible crash) if joining game during intermission

2015-03-08 17:04 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-03-08
<b>Priority:</b>	Urgent	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
If the server is in the intermission screen, a client connects, and then triggers the Fire control (to advance to the next map), the client has an assertion failure:			
ASSERT failure in QList<T>::operator[]: "index out of range"			
Relevant stack trace:			
5	doom	0x0000000118f28450	QList<internal::wianimstate_t>::operator[](int) + 96 (qlist.h:486)
6	doom	0x0000000118f2247d	beginAnimations() + 173 (intermission.cpp:540)
7	doom	0x0000000118f227e4	initShowNextMap() + 36 (intermission.cpp:637)
8	doom	0x0000000118f22784	IN_SetState(interludestate_t) + 84 (intermission.cpp:1544)
9	doom	0x0000000118f5b13c	NetCl_Intermission + 540 (d_netcl.cpp:710)
10	doom	0x0000000118f58ec6	D_HandlePacket + 838 (d_net.cpp:578)
11		0x000000010c7cd8ff	Cl_GetPackets() + 1375

### History

#### #1 - 2015-03-08 17:05 - skyjake

- Description updated

#### #2 - 2015-05-06 17:40 - skyjake

- Priority changed from Normal to High

#### #3 - 2015-05-12 23:31 - skyjake

- Status changed from New to In Progress

- Assignee set to skyjake

#### #4 - 2015-11-24 19:19 - skyjake

- Target version set to 50

#### #5 - 2015-11-28 11:12 - skyjake

- Status changed from In Progress to New

#### #6 - 2016-03-27 07:45 - skyjake

- Priority changed from High to Urgent

#### #7 - 2016-03-27 08:04 - skyjake

- Target version changed from 50 to 2.1 (Late 2018)

#### #8 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer