

## Doomsday Engine - Bug #526

### undefined symbol: isnumber

2008-07-24 07:00 - yagisan

<b>Status:</b> Closed	<b>Start date:</b> 2008-07-24
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> yagisan@doomguy:~/deng\$ /opt/deng/bin/doomsday -game jdoom -iwad /home/yagisan/wads/iwads/doom2.wad -wnd Z_Create: New 32.0 MB memory volume. determineGlobalPaths: Base path = /opt/deng/share/deng/ Con_Init: Initializing the console. Executable: Version 1.9.svn-trunk-devel +R Jul 24 2008 (DGL). Sys_InitWindowManager: Using SDL window management. While opening dynamic library /opt/deng/lib/libjdoom.so: /opt/deng/lib/libjdoom.so: undefined symbol: isnumber loadGamePlugin: Loading of libjdoom.so failed ((null)). Error loading game library.Z_Shutdown: Used 1 volumes, total 33554432 bytes.  In svn revision 5844 Skyjake added the isnumber call to line 364 of plugins/common/src/m_ctrl.c  Was this meant to be a call to isdigit from ctype.h ??	

### History

#### #1 - 2008-07-24 07:08 - skyjake

Logged In: YES  
user\_id=717323  
Originator: NO

Yeah, isdigit would've been better, but like the TODO says I'm going to rewrite that anyway today.