

Doomsday Engine - Bug #629

A couple of broken XG classes

2009-02-27 21:21 - vermil

Status: Closed	Start date: 2009-02-27
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
A couple of broken XG classes:	
It seems that the plane_move xg class crashes 1.9 Beta6 with a "SetValue: DDVT_PTR incompatible with value type DDVT_INT" error.	
Also the wall_texture/material class seems in-functional. It doesn't crash 1.9 Beta6, but it doesn't do anything at tall.	
Labels: XG	

History

#1 - 2009-03-04 20:08 - danij

Both these issues should now be fixed in the 1.9.0-beta6 branch of svn.