

LarpThings - Bug #1

Handle exceptions better

04/07/2020 11:38 PM - Jay Gischer

<b>Status:</b>	New	<b>Start date:</b>	04/07/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Currently, we don't handle exceptions at all, not in any of the content editors, and not in the instance player.			
This needs to be fixed			

History

#1 - 04/07/2020 11:41 PM - Jay Gischer

This should not be in LarpThings