

Secrets of Toanium - Bug #177

Sometimes instance player doesn't load gfx assets

04/20/2022 05:03 PM - Administrator Administrator

Status:	Feedback	Start date:	04/20/2022
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			

History

#1 - 10/14/2022 07:24 PM - Administrator Administrator

- Status changed from New to Feedback

I think this happened because of a race condition, which in turn happened because of the use of global variables in the instance player.

I think the recent revision of the StaticImageManager has addressed this, since we got rid of those global variables, but it's tricky to confirm. Putting this on "observer".