

ISXEQ2 - Bug #2295

Crash to desktop: MapWindow:Teleport[#]

2025-04-30 08:08 AM - Kannkor

<div><div>Status:</div><div>Resolved</div></div> <div><div>Priority:</div><div>Normal</div></div> <div><div>Assignee:</div><div></div></div> <div><div>Category:</div><div></div></div> <div><div>Target version:</div><div></div></div> <div><div>vbulletin_issue_id:</div><div></div></div>	
<div><div>Description</div><div><p>This is part of fast travel. If you go to a larger place, such as Antonica, you get a second window, where you have to pick where you fast travel too.</p><p>This now crashes. A user said they believe it started around GU128 if that helps.</p><p>The crash sends you to desktop, and gives a lavish crash report.</p><p>Exact steps to reproduce: In game, click fast travel: (for default UI users, there's a button on the mini-map that opens it)</p><p>Double click Antonica Your map will change to a antonica map. MapWindow:Teleport[3]</p><p>Will crash you.</p></div></div>	

History

#1 - 2025-04-30 06:59 PM - Amadeus

- Status changed from New to Resolved

Fixed in version 20250422.0002