

## ThreatFactor NSIA - Bug #3

### ThreatScript Engine Terminates Early

04/08/2010 01:07 AM - Luke Murphey

<b>Status:</b>	Closed	<b>Start date:</b>	04/08/2010
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Luke Murphey	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
The ScriptDefinition class is terminating early when executing a definition. It appears as if the the call to wait(MAX_SCRIPT_RUNTIME) is being ignored.			

#### History

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**#1 - 04/09/2010 02:08 AM - Luke Murphey**

Fixed in r370.

**#2 - 04/09/2010 02:08 AM - Luke Murphey**

- Status changed from New to Closed