
A Hat in Time (Windows, Mac OSX)

A Hat In Time (PC/Mac) Alpha build, with many limitations Character Customization A Hat in Time Beta Walkthrough Specifications Developer(s) Studio(s) Publisher(s) A Hat in Time Console(s) Windows Platform(s) Windows 95(x86)/Windows NT4 Age Rating(s) Teen, P-12/T-16 Date(s) May 11, 2009 2 (formerly 2.2) Game Released Beta Developer Adventure Time Gamers Publisher Diablo.E Entertainment Developer Diablo.E Entertainment Publisher Square Enix Developer Double Fine Publisher Double Fine Developer Ensemble Publisher Airtight Games Developer Frogster Publisher Frogster Developer Funhaus Publisher Funhaus Developer Free Range Games Publisher Free Range Games Developer Gravity Falls Publisher Gravity Falls Developer IMG.N.PRO Publisher NGames Developer Infinity Runner Publisher Free Fire Games Developer Inti Creates Publisher Inti Creates Developer Iron Rabbit Studios Publisher Iron Rabbit Studios Developer Interplay Publisher Interplay Developer Ironmouse Publisher Ironmouse Developer Kinematic Game Studios Publisher Kinematic Game Studios Developer Kucinich Games Publisher Kucinich Games Developer Learn2Game Publisher Learn2Game Developer LEVEL505 Publisher LEVEL505 Developer Ludomotion Publisher Ludomotion Developer MARS Publisher MARS Developer MegaCatstudios Publisher MegaCatstudios Developer Microsoft Publisher Microsoft Developer Nekotek Publisher Nekotek Developer Northlight Publisher Northlight Developer Poltroon Publisher Poltroon Developer Premium Monkeys Publisher Premium Monkeys Developer Robotoki Publisher Robotoki Developer Radico Games Publisher Radico Games Developer Recoton Publisher Recoton Developer Square-Enix Publisher Square-Enix Developer Super



Category:Accidental deaths in Latvia Category:2014 video games Category:Adventure games Category:Kickstarter-funded video games Category:Platform games Category:Video games developed in LatviaQ: How to fix EXC_BAD_ACCESS on an unamed object? I'm debugging a crash, and I've isolated the line of code that I'm sure is causing the crash, as it crashes only when the currently selected item in my UIPickerView is changed. The crash is occurring because the data that I'm returning to the UIPickerViewDelegate is actually nil. Why is this happening and is there a fix? I've set a breakpoint on the dealloc of my viewcontroller to confirm that the viewcontroller is being released properly, and it is, but since the crash occurs I'm not entirely sure why. edit* here is the full exception Thread 1: EXC_BAD_ACCESS (code=2 address=0x0) *** First throw call stack: (0 CoreFoundation 0x0178c944 __exceptionPreprocess + 180 1 libobjc.A.dylib 0x01a9b8b6 objc_exception_throw + 44 2 CoreFoundation 0x017a07b5 -[NSObject(NSObject) dealloc] + 0 3 iOS_Runtime 0x0006c7c9 _UIApplicationHandleEvent + 9081 4 UIKit 0x00c15b85 -[UIApplication _reportMainSceneDeletedFromActiveView:] + 377 5 UIKit 82138339de

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