Doomsday Engine - Bug #1027

[Doom] PWAD no longer loads

2012-04-14 20:56 - vermil

Status:	Closed		**Start date:**	2012-04-14
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.8 Unstable			

Description

If one uses the Load console command to load the same map containing Pwad twice, Doomsday will hang on BSP building when it tries to load a map from that Pwad.

Apologies if the above isn't well written; I had some difficulty writting it.

Labels: Data

History

#1 - 2012-04-14 20:59 - vermil

Currently, it allows it (as indicated in my bug report above).

#2 - 2012-04-14 21:00 - vermil

Ok. I've just discovered that the issue isn't anything to with the load console command.

I just happened to be testing using a pwad that the latest build (469), won't load.

So this bug report has now become; 'the newest build won't load my pwad that old builds did'. I'll update the report title.

#3 - 2012-04-14 21:06 - danij

Please be more specific, what actually happens? Have you got a doomsday.out we can look at? Perhaps attach your PWAD to this report so we can test it.

#4 - 2012-04-14 21:44 - vermil

Ok, I've emailed you the pwad. It's WIP. so I would prefer not to upload it here.

#5 - 2012-04-14 21:47 - vermil

It causes Dday to crash with an illegal operation message.

The outfile states this:

Building BSP using tunable split factor of 7...
Canvas: Lost focus.

#6 - 2012-04-14 21:48 - danij

Fixed for build #472

You might want to re-think what you are doing with this map, its just about the worst case scenario for GL Doom port I can think of. Even freezing the map geometry the best I can manage is 15fps.

#7 - 2012-04-14 22:47 - vermil

Good job on fixing it.

Dday 1.8.6 manages 23.6fps for me in the worst spots, 1.9.7 only manages 8.7fps (generally speaking Dday 1.8.6 manages 15-20fps more than 1.9.7 in near all areas of the map).

GZDoom runs it near flawlessly, only dropping what I imagine is a few fps (GZDoom lacks an FPS counter) when looking at the entire map. Though obviously, GZDoom isn't pushing the graphics of Dday.

I am imaging the new renderer will dramatically improve performance of such maps in Dday.

#8 - 2012-04-17 11:08 - vermil

I might be overstepping what is possible here, but is it possible to make the load console command refuse to load a file, if it has already been loaded and not modified since the previous time it was loaded?