

Doomsday Engine - Bug #1134

[Hexen] Uncaught exception in Heresiarch's Seminary

2013-09-20 18:01 - arus-2

Status:	Closed	Start date:	2013-09-20
Priority:	High	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.12		
Description			
<p>Since commit 4a17186db0e22a8a02494ea5d9c7ac492817254d ("Cleanup World Sector: Determine missing materials when classifying sector clusters") Hexen "crashes" on map "Heresiarch's Seminary" when player tries to enter the center of the seminary (temple/chapel/castle/whatever you call it). Reproducible quickly every time by:</p> <pre>warp 13 kill then enter the building.</pre> <p>Tail of doomsday's output:</p> <pre>Hexen Loading map "MAP27"... World::loadMap > WadMapConverter: Recognized a Hexen format map. Map: Pruned 383 vertexes (0 equivalent, 383 unused). ^ : Geometry bounds:((2112, -6336)>(3328, 1728) size:(5440, 8064)) ^ : Line blockmap dimensions:(43, 64) ^ : BSP built: 1165 Nodes, 1166 Leafs, 5774 Segments and 684 Vertexes. Tree balance is 19:15. ^ : BSP built in 0.18 seconds. ^ : Mobj blockmap dimensions:(43, 64) ^ : Polyobj blockmap dimensions:(43, 64) ^ : BSP leaf blockmap dimensions:(43, 64) Current map elements: 2467 Vertexes 2180 Lines 9 Polyobjs 368 Sectors 1165 BSP Nodes 1166 BSP Leafs Map::initNodePiles: Completed in 0 seconds. P_PtclnitForMap: Completed in 0 seconds. PO_InitForMap: Initializing polyobjects. Map::initSkyFix: Completed in 0 seconds. Precaching completed in 0.63 seconds. Rend_RadiolnitForMap: Completed in 0.004 seconds. Map::initBias: Completed in 0 seconds. Sector #91 is unclosed near (512, 548). Sector #94 is unclosed near (256, 96). Sector #273 is unclosed near (-1322, 256). Sector #304 is unclosed near (-672, -5632). Sector #305 is unclosed near (-736, -5632).</pre> <p>Map 13 (27): HERESIARCH'S SEMINARY</p> <pre>Map::initSkyFix: Completed in 0.001 seconds. Loop: Uncaught exception during loop iteration: [InvalidSectionIdError] (Line::Side::section) Invalid section id 1 ^ : Application terminated due to exception: ^ : Uncaught exception during loop iteration: ^ : [InvalidSectionIdError] (Line::Side::section) Invalid section id 1 ^ :</pre>			

^ : Restoring original display mode due to shutdown.
^ > Canvas: Lost focus.

Labels: Hexen, Renderer

History

#1 - 2013-09-10 16:18 - skyjake

- **labels:** --> Hexen, Data
- **Priority:** 1 --> 8

#2 - 2013-09-20 18:51 - danij

- **assigned_to:** Daniel Swanson

#3 - 2013-09-21 11:05 - danij

Fixed for the next 1.12 candidate build.

See: [fa7d1f]

#4 - 2013-09-21 11:05 - danij

- **status:** open --> fixed

#5 - 2013-09-21 15:31 - skyjake

I'm seeing the same error in other maps, e.g., map 8.

#6 - 2013-09-21 15:31 - skyjake

- **labels:** Hexen, Data --> Hexen, Renderer
- **summary:** Hexen exits at map Heresiarch's Seminary --> [Hexen] Uncaught exception in Heresiarch's Seminary