

## Doomsday Engine - Bug #632

### jHexen: Savegame Crash with jXRP

2009-02-28 00:12 - xxmiltexx

<b>Status:</b> Closed	<b>Start date:</b> 2009-02-28
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

After using the addon "jXRP" for Hexen I couldn't load a savegame (if I disable that addon I can load that savegame). The game crashes with the following error message:

P\_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 709, sector 314). Previous polyobj overridden.  
P\_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 708, sector 314). Previous polyobj overridden.  
P\_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 464, sector 275). Previous polyobj overridden.  
P\_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 358, sector 104). Previous polyobj overridden.  
P\_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 357, sector 104). Previous polyobj overridden.  
P\_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 367, sector 98). Previous polyobj overridden.  
Segmentation Violation

**Labels:** jHexen

#### History

##### #1 - 2009-03-20 13:53 - danij

Please attach your savegame files to this tracker item so that we may debug the problem.

##### #2 - 2009-03-20 19:50 - xxmiltexx

Hexen Savegames, Part 1

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/c14200dc/fe66/attachment/Hexen%20Savegame.part1.rar](http://sourceforge.net/p/deng/bugs/_discuss/thread/c14200dc/fe66/attachment/Hexen%20Savegame.part1.rar)

##### #3 - 2009-03-20 19:50 - xxmiltexx

I've uploaded the "hexndata" and "doomsday.out" from "Doomsday\snowberry\runtime", but I had to split the file, because the size was over 256 kb, it's packaged with WinRAR.

I've tested it with the first savegame.  
File Added: Hexen Savegame.part1.rar

##### #4 - 2009-03-20 19:50 - xxmiltexx

Hexen Savegames, Part 2

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/c14200dc/3fca/attachment/Hexen%20Savegame.part2.rar](http://sourceforge.net/p/deng/bugs/_discuss/thread/c14200dc/3fca/attachment/Hexen%20Savegame.part2.rar)

##### #5 - 2009-03-20 19:50 - xxmiltexx

File Added: Hexen Savegame.part2.rar

##### #6 - 2009-03-28 03:32 - danij

This problem does not seem to be related to the save games, the problem seems to originate from the particle generator subsystem. I am able to reproduce the problem but the point at which a sigsegv is thrown is not consistent. More investigation is needed.

If I disable particles ("rend-particle 0") before attempting to load the save game in slot 1, it works just fine.

**#7 - 2009-03-28 08:44 - xxmiltenxx**

I tested it again, with disabling several parts of the jXRP.

I've encountered, that if I disable "XCCP Decorations" it works. So I took a look into the "Decor-XCCP.pk3" and found out, that if I delete the "Blue\_Candle.ded" or "Brasstorch.ded" it works.

You said you were able to run it with disabling particles, so I looked into these DED's.

Under "Generator" in those DED's, the particles (number I think) are set to 333. So I first thought something like an overflow of particles. But I just changed it to 500 and it works suddenly.

But there's another thing. If I only use "XCCP Decorations" with those particles set to 333, it seems to work (had 1 crash, but 5 times it worked...)  
Don't know if that'll help you.

**#8 - 2009-03-29 21:54 - danij**

Fixed in svn for 1.9.0-beta6.1