

Doomsday Engine - Bug #660

-warp parameter fails to start game

2009-04-05 09:25 - jengelh

Status:	Closed	Start date:	2009-04-05
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
<p>Starting Hexen with -warp 1 just exits the engine (both 1.9.0-beta6.0 and -beta6.1). I can start the game by omitting -warp 1 and going through the main menu however. In jHeretic, the same issue is present (with -warp 1 1). The problem is not present in jDoom/doom2 however.</p>			
<pre>\$ doomsday -game jhexen -iwad /D/doom/hexen.wad -warp 1 Z_Create: New 32.0 MB memory volume. determineGlobalPaths: Base path = /opt/deng/ Con_Init: Initializing the console. Executable: Version 1.9.0-beta6 +R Mar 6 2009 (DGL). Sys_InitWindowManager: Using SDL window management. LoadPlugin: libdpdehread.so LoadPlugin: libdpwadmapconverter.so Z_Create: New 32.0 MB memory volume. createContext: OpenGL. createContext: OpenGL. OpenGL information: Vendor: NVIDIA Corporation Renderer: GeForce2 MX/AGP/SSE/3DNOW! Version: 1.5.8 NVIDIA 96.43.11 GLU Version: 1.3 Available Texture units: 2 Maximum Texture Size: 2048 Maximum Anisotropy: 2 Num Texture Formats: 3 Line Width Granularity: 0.1 Line Width Range: 0.5...10.0 Extensions: GL_ARB_imaging GL_ARB_multitexture GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_shader_objects GL_ARB_shading_language_100 GL_ARB_texture_compression GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_texture_env_combine GL_ARB_texture_env_dot3 GL_ARB_texture_mirrored_repeat GL_ARB_texture_rectangle GL_ARB_transpose_matrix GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader GL_ARB_window_pos GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_clip_volume_hint GL_EXT_compiled_vertex_array GL_EXT_Cg_shader GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_gpu_program_parameters GL_EXT_multi_draw_arrays GL_EXT_packed_pixels GL_EXT_paletted_texture GL_EXT_pixel_buffer_object GL_EXT_point_parameters GL_EXT_rescale_normal GL_EXT_secondary_color GL_EXT_separate_specular_color GL_EXT_shared_texture_palette GL_EXT_stencil_wrap GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotro GL_EXT_texture_lod GL_EXT_texture_lod_bias</pre>			

GL_EXT_texture_object GL_EXT_vertex_array
GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat
GL_KTX_buffer_region GL_NV_blend_square
GL_NV_fence GL_NV_fog_distance
GL_NV_light_max_exponent GL_NV_packed_depth_stencil
GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_register_combiners GL_NV_texgen_reflection
GL_NV_texture_env_combine4 GL_NV_texture_rectangle
GL_NV_vertex_array_range GL_NV_vertex_array_range2
GL_NV_vertex_program GL_NV_vertex_program1_1
GL_SGIS_generate_mipmap GL_SGIS_multitexture
GL_SGIS_texture_lod GL_SUN_slice_accum

DGL Configuration:

NPOT Textures: Disabled

Texture Compression: Enabled

Variable Texture Anisotropy: Enabled

Utilized Texture Units: 2

createContext: OpenGL.

createContext: OpenGL.

GL_Init: Initializing Doomday Graphics Library.

Sys_Init: Setting up machine state.

Sys_Init: Initializing keyboard, mouse and joystick.

I_InitJoystick: No joysticks found

Sys_InitTimer.

Sfx_Init: Initializing...

S_Init: OK.

Parsing configuration files.

W_Init: Init WADfiles.

W_AddFile: data/doomsday.pk3

W_AddFile: data/jhexen/jhexen.pk3

W_AddFile: /D/doom/hexen.wad

IWAD identification: 014e5860

W_AddFile: data/jhexen/auto/.basedata/armslot1.lmp

W_AddFile: data/jhexen/auto/.basedata/armslot2.lmp

W_AddFile: data/jhexen/auto/.basedata/armslot3.lmp

W_AddFile: data/jhexen/auto/.basedata/armslot4.lmp

W_AddFile: data/jhexen/auto/.basedata/chain.lmp

W_AddFile: data/jhexen/auto/.basedata/chain2.lmp

W_AddFile: data/jhexen/auto/.basedata/chain3.lmp

W_AddFile: data/jhexen/auto/.basedata/fonta59.lmp

W_AddFile: data/jhexen/auto/.basedata/fonta60.lmp

W_AddFile: data/jhexen/auto/.basedata/fonta61.lmp

W_AddFile: data/jhexen/auto/.basedata/fonta62.lmp

W_AddFile: data/jhexen/auto/.basedata/fonta63.lmp

W_AddFile: data/jhexen/auto/.basedata/fontb59.lmp

W_AddFile: data/jhexen/auto/.basedata/fontb60.lmp

W_AddFile: data/jhexen/auto/.basedata/fontb61.lmp

W_AddFile: data/jhexen/auto/.basedata/fontb62.lmp

W_AddFile: data/jhexen/auto/.basedata/fontb63.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot1.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot2.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot3.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot4.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot5.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot6.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot7.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot8.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslot9.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslota.lmp

W_AddFile: data/jhexen/auto/.basedata/keyslotb.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegem.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc1.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc2.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc3.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc4.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc5.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc6.lmp

W_AddFile: data/jhexen/auto/.basedata/lifegmc7.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmc8.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf2.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf3.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf4.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf5.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf6.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf7.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmf8.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm1.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm2.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm3.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm4.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm5.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm6.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm7.lmp
W_AddFile: data/jhexen/auto/.basedata/lifegmm8.lmp
W_AddFile: data/jhexen/auto/.basedata/mapmask.lmp
W_AddFile: data/jhexen/auto/.basedata/menufog.lmp
W_AddFile: data/jhexen/auto/.basedata/pal18to8.lmp
W_AddFile: data/jhexen/auto/.basedata/travlpic.lmp
W_AddFile: data/jhexen/auto/.basedata/wpfull0.lmp
W_AddFile: data/jhexen/auto/.basedata/wpfull1.lmp
W_AddFile: data/jhexen/auto/.basedata/wpfull2.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecec1.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecec2.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecec3.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecef1.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecef2.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecef3.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecem1.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecem2.lmp
W_AddFile: data/jhexen/auto/.basedata/wpiecem3.lmp
Reading definition file: defs/doomsday.ded
Reading definition file: defs/jhexen/jhexen.ded
Definitions:
300 sprite names
2848 states
400 things
62 lights
245 sound effects
39 songs
156 text strings
13 surface decorations
30 surface materials
9 finales
B_Init: Init bindings.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
R_InitModels: Done in 0.00 seconds.
Net_InitGame: Initializing game data.
R_InitRefresh: Loading data for referesh.
P_Init: Init Playloop state.
P_InitTerrainTypes: Material 'X_005' linked to terrain type 'Water'.
P_InitTerrainTypes: Material 'X_001' linked to terrain type 'Lava'.
P_InitTerrainTypes: Material 'X_009' linked to terrain type 'Sludge'.
P_InitTerrainTypes: Material 'F_033' linked to terrain type 'Ice'.
Hu_LoadData: Setting up heads up display.
ST_Init: Init status bar.
Hu_MenuInit: Init miscellaneous info.
AM_Init: Init automap.
Parsing SNDINFO...
SN_InitSequenceScript: Registering sound sequences.
Warp to Map 1 ("WINNOWING HALL":1), Skill 3
ERROR Hexen
Parsing SNDINFO...
SN_InitSequenceScript: Registering sound sequences.

Con_Busy: Already busy.

Z_Shutdown: Used 2 volumes, total 67108864 bytes.

Labels: jHexen

History

#1 - 2009-04-05 09:27 - jengelh

This is the log for jHeretic.

\$ doomsday -game jheretic -iwad /D/doom/heretic.wad -warp 1 1

Z_Create: New 32.0 MB memory volume.

determineGlobalPaths: Base path = /opt/deng/

Con_Init: Initializing the console.

Executable: Version 1.9.0-beta6.1 +R Apr 4 2009 (DGL).

Sys_InitWindowManager: Using SDL window management.

LoadPlugin: libdpdehread.so

LoadPlugin: libdpwadmapconverter.so

Z_Create: New 32.0 MB memory volume.

createContext: OpenGL.

createContext: OpenGL.

OpenGL information:

Vendor: NVIDIA Corporation

Renderer: GeForce2 MX/AGP/SSE/3DNOW!

Version: 1.5.8 NVIDIA 96.43.11

GLU Version: 1.3

Available Texture units: 2

Maximum Texture Size: 2048

Maximum Anisotropy: 2

Num Texture Formats: 3

Line Width Granularity: 0.1

Line Width Range: 0.5...10.0

Extensions:

GL_ARB_imaging GL_ARB_multitexture
GL_ARB_pixel_buffer_object GL_ARB_point_parameters
GL_ARB_point_sprite GL_ARB_shader_objects
GL_ARB_shading_language_100 GL_ARB_texture_compression
GL_ARB_texture_cube_map GL_ARB_texture_env_add
GL_ARB_texture_env_combine GL_ARB_texture_env_dot3
GL_ARB_texture_mirrored_repeat GL_ARB_texture_rectangle
GL_ARB_transpose_matrix GL_ARB_vertex_buffer_object
GL_ARB_vertex_program GL_ARB_vertex_shader
GL_ARB_window_pos GL_S3_s3tc
GL_EXT_texture_env_add GL_EXT_abgr
GL_EXT_bgra GL_EXT_blend_color
GL_EXT_blend_minmax GL_EXT_blend_subtract
GL_EXT_clip_volume_hint GL_EXT_compiled_vertex_array
GL_EXT_Cg_shader GL_EXT_draw_range_elements
GL_EXT_fog_coord GL_EXT_gpu_program_parameters
GL_EXT_multi_draw_arrays GL_EXT_packed_pixels
GL_EXT_paletted_texture GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_specular_color
GL_EXT_shared_texture_palette GL_EXT_stencil_wrap
GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotro
GL_EXT_texture_lod GL_EXT_texture_lod_bias
GL_EXT_texture_object GL_EXT_vertex_array
GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat
GL_KTX_buffer_region GL_NV_blend_square
GL_NV_fence GL_NV_fog_distance
GL_NV_light_max_exponent GL_NV_packed_depth_stencil
GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_register_combiners GL_NV_texgen_reflection
GL_NV_texture_env_combine4 GL_NV_texture_rectangle
GL_NV_vertex_array_range GL_NV_vertex_array_range2
GL_NV_vertex_program GL_NV_vertex_program1_1
GL_SGIS_generate_mipmap GL_SGIS_multitexture
GL_SGIS_texture_lod GL_SUN_slice_accum

DGL Configuration:

NPOT Textures: Disabled

Texture Compression: Enabled

Variable Texture Anisotropy: Enabled
Utilized Texture Units: 2
createContext: OpenGL.
createContext: OpenGL.
GL_Init: Initializing Doomsgday Graphics Library.
Sys_Init: Setting up machine state.
Sys_Init: Initializing keyboard, mouse and joystick.
I_InitJoystick: No joysticks found
Sys_InitTimer.
Sfx_Init: Initializing...
S_Init: OK.
Parsing configuration files.
jheretic.cfg(118): error executing command
"ctl-use-immediate 0"
jheretic.cfg(121): error executing command
"ctl-use-next 1"
jheretic.cfg(174): error executing command
"hud-artifact 1"
W_Init: Init WADfiles.
W_AddFile: data/doomsday.pk3
W_AddFile: data/jheretic/jheretic.pk3
W_AddFile: /D/doom/heretic.wad
IWAD identification: 00ea102d
W_AddFile: data/jheretic/auto/.basedata/e2endpcx.lmp
W_AddFile: data/jheretic/auto/.basedata/fonta59.lmp
W_AddFile: data/jheretic/auto/.basedata/fonta60.lmp
W_AddFile: data/jheretic/auto/.basedata/fonta61.lmp
W_AddFile: data/jheretic/auto/.basedata/fonta62.lmp
W_AddFile: data/jheretic/auto/.basedata/fonta63.lmp
W_AddFile: data/jheretic/auto/.basedata/fontb59.lmp
W_AddFile: data/jheretic/auto/.basedata/fontb60.lmp
W_AddFile: data/jheretic/auto/.basedata/fontb61.lmp
W_AddFile: data/jheretic/auto/.basedata/fontb62.lmp
W_AddFile: data/jheretic/auto/.basedata/fontb63.lmp
W_AddFile: data/jheretic/auto/.basedata/mapmask.lmp
W_AddFile: data/jheretic/auto/.basedata/menufog.lmp
W_AddFile: data/jheretic/auto/.basedata/pal18to8.lmp
Reading definition file: defs/doomsday.ded
Reading definition file: defs/jheretic/jheretic.ded
Definitions:
128 sprite names
1222 states
161 things
12 lights
142 sound effects
22 songs
162 text strings
1 particle generators
2 animation groups
4 surface decorations
8 surface materials
49 map infos
3 skies
6 finales
B_Init: Init bindings.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
R_InitModels: Done in 0.00 seconds.
Net_InitGame: Initializing game data.
R_InitRefresh: Loading data for referesh.
P_Init: Init Playloop state.
P_InitPicAnims: Registering default animations...
P_InitTerrainTypes: Material 'FLTWAWA1' linked to terrain type 'Water'.
P_InitTerrainTypes: Material 'FLTFLWW1' linked to terrain type 'Water'.
P_InitTerrainTypes: Material 'FLTlava1' linked to terrain type 'Lava'.
P_InitTerrainTypes: Material 'FLATHUH1' linked to terrain type 'Lava'.
P_InitTerrainTypes: Material 'FLTSLUD1' linked to terrain type 'Sludge'.
Hu_LoadData: Setting up heads up display.
ST_Init: Init status bar.
Hu_MenuInit: Init miscellaneous info.
AM_Init: Init automap.
Warp to Episode 1, Map 1, Skill 3
ERROR AM_Init: Init automap.
Heretic: Shadow of the Serpent Riders Startup

Con_Busy: Already busy.

Z_Shutdown: Used 2 volumes, total 67108864 bytes.

#2 - 2009-05-05 18:13 - danij

Fixed in svn for 1.9.0-beta6.2