Doomsday Engine - Bug #782

[Hexen] Saved games: Segment [107] failed alignment check

2009-09-19 22:09 - roffalcopter

Status:	Closed		**Start date:**	2009-09-19
Priority:	High		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.9.7 Unstable			

Description

I just recently reinstalled doomsday engine to add jDoom which I didn't have installed, I had a save game on the Wastelands on Hexen and other just a little bit before. Now I can load them and play them, but as soon as I try to return to Shadow Wood (no matter from which level), I get this error:
convertMap: Successful.
R_InitLinks: Initializing
PO_InitForMap: Initializing polyobjects.
Load ACS scripts

Corrupt save game: Segment [107] failed alignment check

Not sure if the reinstall had anything to do with it, but it's there...

Labels: jHexen

History

#1 - 2009-09-20 14:46 - arclore

I've done some experimentation and I think I've isolated the source. Off the ruins area, near the portal to Caves of Circe, there's a room that undergoes a "heave" - some sector floors surge up, some fall away and some sector ceilings lower. In the far corner is a switch that partially restores the floor, making it less dangerous.

A save immediately before activating the switch loads, but a save immediately after shows the "corrupt save game: segment [107]" error. Fortunately, AFAIK it is not absolutely essential to push this switch to proceed.

#2 - 2010-01-14 23:21 - vermil

If one saves a game while a script is moving sectors (another example is the moving ice around the steel key in the Guardian of Ice), it will produce a corrupted save game that will crash the latest Dday 1.9 betas with this error message..

#3 - 2010-01-16 21:06 - danij

"Varius" has reported in forum about a similar problem except that the segment alignment check is stating that 111 failed. See here:
http://dengine.net/forums/viewtopic.php?f=7&t=312&p=1932#p1932

Clearly there is something fundamentally amiss in the Hexen save code. Is it worth fixing now though, given that the save system will be replaced entirely for beta7?

#4 - 2010-02-11 22:39 - skyjake

Better late than never...