

Doomsday Engine - Bug #850

Crash when loading saved game

2010-01-11 00:45 - arclore

Status:	Closed	Start date:	2010-01-11
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
Loading this saved game throws three "Multiple polyobjs in a single subsector" warnings, then crashes the engine with a Segment violation, just after the BGM starts playing.			
Not entirely certain if this is the right file...			
Labels: jHexen			

History

#1 - 2010-01-11 00:45 - arclore

jhexen log file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/32c9/attachment/doomsday.out

#2 - 2010-01-11 00:54 - arclore

see bug 2932428

#3 - 2010-01-14 23:43 - daniij

Re-opening as it has not been confirmed that this is the same issue as #2929541

#4 - 2010-01-15 09:22 - daniij

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/c5d6/attachment/hex008.hxs

#5 - 2010-01-15 09:25 - daniij

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/223f/attachment/hex010.hxs

#6 - 2010-01-15 09:25 - daniij

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/2d83/attachment/hex013.hxs

#7 - 2010-01-15 09:25 - daniij

Fixed for 1.9.0-beta6.9

#8 - 2010-04-22 20:26 - arclore

hexen save file (i think)

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/003e/attachment/hex0.hxs