

Doomsday Engine - Bug #943

[Hexen] Crash on autosave returning to seven portals

2011-01-21 12:57 - briannafixer

Status: Closed	Start date: 2011-01-21
Priority: Urgent	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta8	

Description

In the second guardian of steel, after getting the message \"stairs have risen on the seven portals\", when I try to return to the seven portals, the game crashes as it autosaves. This crash is repeatable as I saved right before entering the portal that leads back to the seven portals.

I started a new game to test this. I visited the second guardian of steel before the second guardian of fire. This time, I was able to return without crashing. However, when I visited the second guardian of fire, and got the second \"stairs have risen on the seven portals\" message, I got the same crash when trying to return to the seven portals. Therefore, it seems that whenever the second set of small stairs have risen on the seven portals, I crash when I try to return to the main map.

Version 1.9.0-beta 6.9
Computer specs:
32-bit Windows 7 Ultimate
ATI Radeon HD 4300/4500 Series
AMD Athlon II X3 425

Labels: jHexen

History

#1 - 2011-01-20 19:23 - skyjake

(originally posted by anonymous SF.net user)

Hi,

I can confirm this bug. I've played Hexen until the second Guardian of Fire. After I pushed the button to raise the stairs on the seven portals and trying to return to the seven portals, the game crashes.

I couldn't attach a file to this report, so I posted my doomsday.log (the part when starting to load the seven portals (MAP02) on pastie.org:

<http://pastie.org/1489738>

#2 - 2011-01-23 13:40 - skyjake

(originally posted by anonymous SF.net user)

Oh and it looks like this bug is a duplicate of #3037656.

#3 - 2011-01-23 13:47 - briannafixer

Oh. sorry. I didn't find it.

#4 - 2011-01-23 15:51 - danij

Fixed for the upcoming 1.9.0-beta6.10