Doomsday Engine - Bug #950

Crash on Doom2.wad map30 after loading save

2011-02-11 17:58 - amanojyakux

Status:	Closed		**Start date:**	2011-02-11
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

1.9.0-beta6.9 on Mac OS X 10.6

In Doom2.wad on map30 I cannot save/load properly. I cannot reproduce this behavior constantly, it does not seem to be tied to special actions I do. If I make a save and reload it, the game often crashes after about 2 seconds (this happens everytime I load that save). I attached doomsday.out to my post (directly copied after crash).

User Vermil suggested that it seems to occur the first time after loading that the Boss Spitter tries to fire, if it was active when you saved.

Labels: jDoom

History

#1 - 2011-02-11 17:58 - danij

Thus far I have been unable to replicate this problem (on Windows) using either the 1.9.0-beta6.9 release or the current development branches (ringzero and beta6).

Can you please attach your problem saved game to this report.

#2 - 2011-02-11 18:39 - amanojyakux

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/3077553d/ff74/attachment/DoomSav2.dsg.zip

#3 - 2011-02-11 19:16 - vermil

I didn't require Reiner's save game and I was able to reproduce the crash.

Further experimentation reveals that it seems that loading a save game on Map30 also appears to do something to the Boss Spitter timer; I saved a game right before it was about to fire a cube. But when I reloaded the save game, it took several seconds before it fired.

It seems the crash only occurs if one saves the game after the Boss Spitter has fired at least one cube.

If one saves and loads a game once the Boss Spitter is alerted, but before it fires any cubes, Dday will not crash when it attempts to fire. However once again the Boss Spitter timer appears to be messed up like the above.

#4 - 2011-02-11 19:28 - vermil

Also, just to add, I was using Beta 6.9 on Windows.

#5 - 2011-02-11 19:29 - danij

I still cannot replicate this crash. I have tried saving before leaving the start area, after the start area, before the first cube and after it. Not once have I been able to reproduce a crash using 1.9.0-beta6.9

#6 - 2011-02-12 13:07 - amanojyakux

What about the save game I attached to this bug report? If I load that save, the game crashes after several seconds.

#7 - 2011-02-12 13:14 - danij

When loading the attached saved game Doomsday crashed for me also. I'm currently looking into it...

#8 - 2011-02-12 13:42 - danij

Fixed for the upcoming 1.9.0-beta6.10 release.

#9 - 2011-02-13 14:15 - amanojyakux

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/3077553d/7986/attachment/doomsday.out.zip