Doomsday Engine - Bug #1791

[Hexen] Hub state reset after saving

2014-04-30 20:29 - skyjake

Status:	Closed	**Start date:**	2014-04-30
Priority:	Urgent	**% Done:**	100%
Assignee:	danij		
Category:	Regression		
Target version:	1.14.2		

Description

See report in the forums: http://dengine.net/forums/viewtopic.php?f=7&t=1769&p=11225#p11223

Steps to reproduce:

1. Warp to 2
2. Play your way to the Guardian of Ice
3. Save the game while in Guardian of Ice
4. Return via the "sword" portal

Related issues:

Related to Feature #1732: Libcommon savegame system	**Closed**	**2007-03-20**

Associated revisions

Revision f8ee2663 - 2014-05-03 00:50 - danij

Fixed|libcommon|GameSession: Replacing internal .save Info

Following File::reinterpret() one must manually (re)populate()

IssueID #1791

Revision 44b7eb5f - 2014-05-06 23:49 - danij

Fixed|libcommon|GameSession: Replacing internal .save Info

Following File::reinterpret() one must manually (re)populate()

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Revision aac8080f - 2014-05-06 23:54 - danij

Fixed|World|SectorCluster: Crash with sci2.wad (Doom2) upon triggering the exit crusher

The crash was the result of an incorrect assumption that all sector clusters will have at least one outer boundary edge. While this is logically true there are some special cases in which no boundary is recorded (e.g., the one unique outer halfedge is twined with an egde originating from a degenerate BSP leaf). In this case, the trigger is a so-called "control sector" outside the map attempting to update surface light decorations when it's ceiling plane moved.

Todo for later: There is no need for such a cluster to be observing plane movement at all. To address this properly we need two things; 1) BSP building algorithm that guarantees topologically sound and geometrically correct data, 2) more intelligent SectorCluster.

IssueID #1791

History

#1 - 2014-04-30 20:30 - skyjake

- Related to Feature #1732: Libcommon savegame system added

#2 - 2014-04-30 21:09 - skyjake

- Description updated

#3 - 2014-05-02 15:06 - skyjake

- Status changed from New to In Progress

#4 - 2014-05-03 00:51 - danij

- % Done changed from 0 to 100

#5 - 2014-05-03 03:01 - danij

- Status changed from In Progress to Closed

#6 - 2014-05-04 06:11 - skyjake

- Status changed from Closed to Resolved

#7 - 2014-05-04 06:12 - skyjake

Marked as Resolved until cherry-picked.

#8 - 2014-05-06 23:53 - danij

- Status changed from Resolved to Closed