Doomsday Engine - Bug #1044

Hexen 1.1 Demo crash

2012-05-16 23:21 - martyfender

Status:	Rejected		**Start date:**	2012-05-16
Priority:	Normal		**% Done:**	0%
Assignee:	skyjake			
Category:				
Target version:	1.9.8			

Description

Hexen 1.1 Demo crash with segmentation violation, lump errors in build 500 Stable.. I went back to the earliest version I have, 474 and it works fine.

Registered version crashes in both builds, though. This could possibly be due to a bad wad file in the case of the registered version. I no longer have the CD to install a new wad to find out. That wad works fine in the latest SVN of GZDOOM.

Labels: Hexen, Hexen Demo

History

#1 - 2012-05-17 12:40 - martyfender

Doomworld is where I downloaded the demo yesterday only because the registered version was crashing. When I launch the full version in GZdoom, it says 1.1. any other clues as to what could cause this? A corrupted wad file in the full version? Where can I purchase a fresh copy, as my original CD was lost and what I have has been stored on my hard drive for many years. I see many lump errors in the doomsday.out

#2 - 2012-05-17 13:07 - skyjake

- **labels**: jHexen --> Hexen
- **milestone**: v1.8.6 --> v1.9.8

#3 - 2012-08-28 07:07 - skyjake

- **labels**: Hexen --> Hexen, Hexen Demo
- **status**: pending --> wont-fix
- **assigned_to**: Jaakko Keränen

#4 - 2012-09-10 06:49 - skyjake

Closing as 'wont-fix' as it seems the crash is likely not particular to the Hexen Demo (or maybe has been fixed by now). We can reopen this later if further findings of misbehavior are presented.

#5 - 2013-07-18 08:39 - vermil

The two releases of the HeXen demo from here work fine in 1.9.8 (500).

http://www.doomworld.com/idgames/index.php?id=15895
http://www.doomworld.com/idgames/index.php?id=7045

Is your demo wad not one of these two versions?

V1.1 of the registered version of HeXen seems to work fine in 1.9.8 (500). V1.0 of the registered version however doesn't (Dday has never officially supported 1.0).