

Doomsday Engine - Bug #1051

[Hexen] Crash with 3D models

2012-06-06 20:09 - briannafixer

Status: Closed	Start date: 2012-06-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.8	

Description

Hi! When I launch hexen with 3d models it crashes on 1st level. Screen shot of mistake included.
Log:
Executable: Doomsday Engine 1.9.8 (Stable 32-bit [#500](#)) May 14 2012 20:42:43.
Sys_InitWindowManager: Using Qt window management.
Initializing plugins...
jDoom
jHeretic
jHexen
dpdehread
dpwadmapconverter
Starting LegacyCore event loop...
Canvas: Gained focus.
OpenGL information:
Vendor: ATI Technologies Inc.
Renderer: AMD Radeon HD 6570
Version: 4.2.11566 Compatibility Profile Context
Available Compressed Texture Formats: 20
Available Texture Units: 8
Maximum Texture Anisotropy: 16
Maximum Texture Size: 16384
Line Width Granularity: 0.1
Line Width Range: 1.0...63.0
Extensions:
GL_AMD_debug_output GL_AMD_vertex_shader_tessella
GL_AMD_conservative_depth GL_AMD_debug_output
GL_AMD_depth_clamp_separate GL_AMD_draw_buffers_blend
GL_AMD_multi_draw_indirect GL_AMD_name_gen_delete
GL_AMD_performance_monitor GL_AMD_pinned_memory
GL_AMD_sample_positions GL_AMD_seamless_cubemap_per_te
GL_AMD_shader_stencil_export GL_AMD_shader_trace
GL_AMD_texture_cube_map_array GL_AMD_texture_texture4
GL_AMD_transform_feedback3_lin GL_AMD_vertex_shader_layer
GL_AMD_vertex_shader_tessellat GL_AMD_vertex_shader_viewport_
GL_ARB_ES2_compatibility GL_ARB_base_instance
GL_ARB_blend_func_extended GL_ARB_color_buffer_float
GL_ARB_compressed_texture_pixe GL_ARB_conservative_depth
GL_ARB_copy_buffer GL_ARB_depth_buffer_float
GL_ARB_depth_clamp GL_ARB_depth_texture
GL_ARB_draw_buffers GL_ARB_draw_buffers_blend
GL_ARB_draw_elements_base_vert GL_ARB_draw_indirect
GL_ARB_draw_instanced GL_ARB_explicit_attrib_locatio
GL_ARB_fragment_coord_conventi GL_ARB_fragment_program
GL_ARB_fragment_program_shadow GL_ARB_fragment_shader
GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB
GL_ARB_geometry_shader4 GL_ARB_get_program_binary
GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64
GL_ARB_half_float_pixel GL_ARB_half_float_vertex
GL_ARB_imaging GL_ARB_instanced_arrays
GL_ARB_internalformat_query GL_ARB_map_buffer_alignment
GL_ARB_map_buffer_range GL_ARB_multisample
GL_ARB_multitexture GL_ARB_occlusion_query
GL_ARB_occlusion_query2 GL_ARB_pixel_buffer_object

GL_EXT_vertex_array GL_EXT_vertex_array_bgra
 GL_EXT_vertex_attrib_64bit GL_IBM_texture_mirrored_repeat
 GL_KTX_buffer_region GL_NV_blend_square
 GL_NV_conditional_render GL_NV_copy_depth_to_color
 GL_NV_copy_image GL_NV_explicit_multisample
 GL_NV_float_buffer GL_NV_half_float
 GL_NV_primitive_restart GL_NV_texgen_reflection
 GL_NV_texture_barrier GL_SGIS_generate_mipmap
 GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod
 GL_SUN_multi_draw_arrays GL_WIN_swap_hint
 WGL_EXT_swap_control
 Extensions (WGL):
 WGL_ARB_extensions_string WGL_ARB_pixel_format
 WGL_ATI_pixel_format_float WGL_ARB_pixel_format_float
 WGL_ARB_multisample WGL_EXT_swap_control
 WGL_EXT_swap_control_tear WGL_ARB_pbuffer
 WGL_ARB_render_texture WGL_ARB_make_current_read
 WGL_EXT_extensions_string WGL_ARB_buffer_region
 WGL_EXT_framebuffer_sRGB WGL_ATI_render_texture_rectang
 WGL_EXT_pixel_format_packed_fl WGL_I3D_genlock
 WGL_NV_swap_group WGL_ARB_create_context
 WGL_AMD_gpu_association WGL_AMDGPU_gpu_association
 WGL_ARB_create_context_profile WGL_NV_float_buffer
 Initializing Render subsystem...
 Using maximum texture size of 4096 x 4096.
 Setting up platform state...
 FMOD Sound System (c) Firelight Technologies Pty, Ltd., 1994-2012.
 Sfx_InitChannels: 32 channels.
 Initializing Resource subsystem...
 Initializing Binding subsystem...
 Initializing InFine subsystem...
 Initializing UI subsystem...
 Loading game resources...
 IWAD identification: 0157031f
 "data\jhexen\auto\basedata\armslot1.lmp" already loaded.
 "data\jhexen\auto\basedata\armslot2.lmp" already loaded.
 "data\jhexen\auto\basedata\armslot3.lmp" already loaded.
 "data\jhexen\auto\basedata\armslot4.lmp" already loaded.
 "data\jhexen\auto\basedata\chain.lmp" already loaded.
 "data\jhexen\auto\basedata\chain2.lmp" already loaded.
 "data\jhexen\auto\basedata\chain3.lmp" already loaded.
 "data\jhexen\auto\basedata\fonta00.lmp" already loaded.
 "data\jhexen\auto\basedata\fonta60.lmp" already loaded.
 "data\jhexen\auto\basedata\fonta61.lmp" already loaded.
 "data\jhexen\auto\basedata\fonta62.lmp" already loaded.
 "data\jhexen\auto\basedata\fonta63.lmp" already loaded.
 "data\jhexen\auto\basedata\fontb00.lmp" already loaded.
 "data\jhexen\auto\basedata\fontb59.lmp" already loaded.
 "data\jhexen\auto\basedata\fontb60.lmp" already loaded.
 "data\jhexen\auto\basedata\fontb61.lmp" already loaded.
 "data\jhexen\auto\basedata\fontb62.lmp" already loaded.
 "data\jhexen\auto\basedata\fontb63.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot1.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot2.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot3.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot4.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot5.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot6.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot7.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot8.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslot9.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslota.lmp" already loaded.
 "data\jhexen\auto\basedata\keyslotb.lmp" already loaded.
 "data\jhexen\auto\basedata\lifegem.lmp" already loaded.
 "data\jhexen\auto\basedata\lifegmc1.lmp" already loaded.
 "data\jhexen\auto\basedata\lifegmc2.lmp" already loaded.
 "data\jhexen\auto\basedata\lifegmc3.lmp" already loaded.

"data\hexen\auto\basedata\lifegmc4.lmp" already loaded.
"data\hexen\auto\basedata\lifegmc5.lmp" already loaded.
"data\hexen\auto\basedata\lifegmc6.lmp" already loaded.
"data\hexen\auto\basedata\lifegmc7.lmp" already loaded.
"data\hexen\auto\basedata\lifegmc8.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf2.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf3.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf4.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf5.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf6.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf7.lmp" already loaded.
"data\hexen\auto\basedata\lifegmf8.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm1.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm2.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm3.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm4.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm5.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm6.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm7.lmp" already loaded.
"data\hexen\auto\basedata\lifegmm8.lmp" already loaded.
"data\hexen\auto\basedata\mapmask.lmp" already loaded.
"data\hexen\auto\basedata\menufog.lmp" already loaded.
"data\hexen\auto\basedata\pal18to8.lmp" already loaded.
"data\hexen\auto\basedata\travpic.lmp" already loaded.
"data\hexen\auto\basedata\wpfull0.lmp" already loaded.
"data\hexen\auto\basedata\wpfull1.lmp" already loaded.
"data\hexen\auto\basedata\wpfull2.lmp" already loaded.
"data\hexen\auto\basedata\wpiecec1.lmp" already loaded.
"data\hexen\auto\basedata\wpiecec2.lmp" already loaded.
"data\hexen\auto\basedata\wpiecec3.lmp" already loaded.
"data\hexen\auto\basedata\wpiecef1.lmp" already loaded.
"data\hexen\auto\basedata\wpiecef2.lmp" already loaded.
"data\hexen\auto\basedata\wpiecef3.lmp" already loaded.
"data\hexen\auto\basedata\wpiecem1.lmp" already loaded.
"data\hexen\auto\basedata\wpiecem2.lmp" already loaded.
"data\hexen\auto\basedata\wpiecem3.lmp" already loaded.
Parsing primary config "configs\hexen\game.cfg"..
B_BindCommand: Deleting binding 44, it has been overridden by binding 117.
Clearing binding context 'global'..
Clearing binding context 'deui'..
Clearing binding context 'console'..
Clearing binding context 'message'..
Clearing binding context 'chat'..
Clearing binding context 'shortcut'..
Clearing binding context 'gameui'..
Clearing binding context 'menu'..
Clearing binding context 'finale'..
Clearing binding context 'map-freepan'..
Clearing binding context 'map'..
Clearing binding context 'game'..
Parsing definition files..
Definitions:
31 animation groups
5 composite fonts
8 finales
124 lights
4 materials
3 models
34 particle generators
39 songs
245 sound effects
300 sprite names
2848 states
39 surface decorations
37 surface reflections
160 text strings
4 texture environments

400 things
Parsing SNDINFO...
SN_InitSequenceScript: Registering sound sequences.

Hexen

NetSv_SendGameState: Game setup: hexen MAP01 skill3 coop jump
Loading Map "MAP01"..
Sector 0x2b50b38 #69 is unclosed near [-2090.8, 976.0].
Sector 0x2b563d0 #174 is unclosed near [-824.4, -608.0].
Sector 0x2b50a60 #68 is unclosed near [-2496.0, 1493.5].
Sector 0x2b5c9e8 #295 is unclosed near [-2182.3, 2035.3].
HEdge list for BspLeaf #0x2e22368 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e2240c is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e51d9c is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e5a17c is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e5bc8c is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e5be70 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e80ac0 is not closed (1 gaps, 4 hedges).
HEdge list for BspLeaf #0x2e80b64 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e80c08 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e80e88 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e80f2c is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e81d80 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e81f64 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e82148 is not closed (1 gaps, 2 hedges).
HEdge list for BspLeaf #0x2e87f94 is not closed (1 gaps, 6 hedges).
HEdge list for BspLeaf #0x2e880d4 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e88178 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e88804 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e88a8c is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e88c70 is not closed (1 gaps, 1 hedges).
HEdge list for BspLeaf #0x2e89170 is not closed (1 gaps, 2 hedges).
HEdge list for BspLeaf #0x2eb3c0c is not closed (2 gaps, 2 hedges).
BSP built: (20:28) #1036 Nodes, #1037 Leafs, #5121 HEdges, #596 Vertexes.
PO_InitForMap: Initializing polyobjects.
Load ACS scripts

Map 1 (1): WINNOWING HALL

Segmentation Violation

Restoring original display mode due to shutdown.

Labels: jHexen

History

#1 - 2012-06-06 20:09 - skyjake

This might be related: <http://dengine.net/forums/viewtopic.php?f=15&t=1076>

#2 - 2012-06-08 05:18 - briannafixer

Possible some of my addons files were corrupted. I downloaded files from topic and everything is ok now. Thanks for help!

#3 - 2012-08-30 15:51 - briannafixer

Screenshot of error

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/609b507b/17bf/attachment/911LWbA3.jpg