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_AMDX_debug_output GL_AMDX_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_ARB_point_parameters GL_ARB_point_sprite
GL_ARB_provoking_vertex GL_ARB_sample_shading
GL_ARB_sampler_objects GL_ARB_seamless_cube_map
GL_ARB_separate_shader_objects GL_ARB_shader_atomic_counters
GL_ARB_shader_bit_encoding GL_ARB_shader_image_load_store
GL_ARB_shader_objects GL_ARB_shader_precision
GL_ARB_shader_stencil_export GL_ARB_shader_subroutine
GL_ARB_shader_texture_lod GL_ARB_shading_language_100
GL_ARB_shading_language_420pac GL_ARB_shading_language_packin
GL_ARB_shadow GL_ARB_shadow_ambient
GL_ARB_sync GL_ARB_tessellation_shader
GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_r GL_ARB_texture_compression
GL_ARB_texture_compression_bpt GL_ARB_texture_compression_rgt
GL_ARB_texture_cube_map GL_ARB_texture_cube_map_array
GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3
GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirrored_repeat GL_ARB_texture_multisample
GL_ARB_texture_non_power_of_tw GL_ARB_texture_query_lod
GL_ARB_texture_rectangle GL_ARB_texture_rg
GL_ARB_texture_rgb10_a2ui GL_ARB_texture_snorm
GL_ARB_texture_storage GL_ARB_timer_query
GL_ARB_transform_feedback2 GL_ARB_transform_feedback3
GL_ARB_transform_feedback_inst GL_ARB_transpose_matrix
GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra
GL_ARB_vertex_array_object GL_ARB_vertex_attrib_64bit
GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader GL_ARB_vertex_type_2_10_10_10_
GL_ARB_viewport_array GL_ARB_window_pos
GL_ATI_draw_buffers GL_ATI_envmap_bumpmap
GL_ATI_fragment_shader GL_ATI_meminfo
GL_ATI_separate_stencil GL_ATI_texture_compression_3dc
GL_ATI_texture_env_combine3 GL_ATI_texture_float
GL_ATI_texture_mirror_once GL_EXT_abgr
GL_EXT_bgra GL_EXT_bindable_uniform
GL_EXT_blend_color GL_EXT_blend_equation_separate
GL_EXT_blend_func_separate GL_EXT_blend_minmax
GL_EXT_blend_subtract GL_EXT_compiled_vertex_array
GL_EXT_copy_buffer GL_EXT_copy_texture
GL_EXT_direct_state_access GL_EXT_draw_buffers2
GL_EXT_draw_instanced GL_EXT_draw_range_elements
GL_EXT_fog_coord GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB GL_EXT_geometry_shader4
GL_EXT_gpu_program_parameters GL_EXT_gpu_shader4
GL_EXT_histogram GL_EXT_multi_draw_arrays
GL_EXT_packed_depth_stencil GL_EXT_packed_float
GL_EXT_packed_pixels GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_provoking_vertex
GL_EXT_rescale_normal GL_EXT_secondary_color
GL_EXT_separate_specular_color GL_EXT_shader_image_load_store
GL_EXT_shadow_funcs GL_EXT_stencil_wrap
GL_EXT_subtexture GL_EXT_texgen_reflection
GL_EXT_texture3D GL_EXT_texture_array
GL_EXT_texture_buffer_object GL_EXT_texture_compression_bpt
GL_EXT_texture_compression_lat GL_EXT_texture_compression_rgt
GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_add
GL_EXT_texture_env_combine GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotro GL_EXT_texture_integer
GL_EXT_texture_lod GL_EXT_texture_lod_bias
GL_EXT_texture_mirror_clamp GL_EXT_texture_object
GL_EXT_texture_rectangle GL_EXT_texture_sRGB
GL_EXT_texture_shared_exponent GL_EXT_texture_snorm
GL_EXT_texture_storage GL_EXT_texture_swizzle
GL_EXT_timer_query GL_EXT_transform_feedback

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_AMDX_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.

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"data\jhexen\auto\.basedata\lifegmc4.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmc5.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmc6.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmc7.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmc8.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf2.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf3.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf4.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf5.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf6.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf7.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmf8.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm1.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm2.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm3.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm4.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm5.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm6.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm7.lmp" already loaded.
"data\jhexen\auto\.basedata\lifegmm8.lmp" already loaded.
"data\jhexen\auto\.basedata\mapmask.lmp" already loaded.
"data\jhexen\auto\.basedata\menufog.lmp" already loaded.
"data\jhexen\auto\.basedata\pal18to8.lmp" already loaded.
"data\jhexen\auto\.basedata\travlpic.lmp" already loaded.
"data\jhexen\auto\.basedata\wpfull0.lmp" already loaded.
"data\jhexen\auto\.basedata\wpfull1.lmp" already loaded.
"data\jhexen\auto\.basedata\wpfull2.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecec1.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecec2.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecec3.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecef1.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecef2.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecef3.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecem1.lmp" already loaded.
"data\jhexen\auto\.basedata\wpiecem2.lmp" already loaded.
"data\jhexen\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