Doomsday Engine - Bug #1061

After map Infine causes duplicate Intermission

2012-06-29 08:42 - vermil

Status:	Closed		**Start date:**	2012-06-29
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.11			

Description

If there is 'after' map infine; it causes Dday to play the intermission twice and then crash with an illegal operation when it tries to go to the next map).

It seems Dday plays it all something like this;

Intermission (first time)
After map infine
Intermission (second time)
load next map...Crash

Tested using build 542.

Also I posted about it here prior to 1.9.8 and then forgot about it until now, though back then Dday didn't crash and continued to the next level.
http://www.dengine.net/forums/viewtopic.php?f=9&t=1037&p=6979&hilit=infine#p6979

Labels: libcommon, InFine

History

#1 - 2012-06-29 08:43 - danij

Requires re-testing as of build 560.

#2 - 2012-07-13 09:49 - vermil

It no longer crashes, but the after map infine and intermission still play twice.

#3 - 2012-07-13 10:10 - skyjake

- **labels**: --> libcommon, InFine
- **summary**: After map Infine causes Dday to crash --> After map Infine causes duplicate Intermission

#4 - 2012-08-27 20:04 - vermil

A simple after map infine def to test with.

Finale {
After = "MAP01";
Script {
If deathmatch
End
Noskip
music "dm2int"
ColorAlpha 0 0 0 1
Patch back 0 0 "INTERPIC"
Alpha back 0
In 1
Alpha back 1
wait 1
Canskip
};
}

#5 - 2013-07-17 08:42 - skyjake

- **assigned_to**: Jaakko Keränen

#6 - 2013-07-17 09:05 - skyjake

- **status**: open --> fixed

#7 - 2013-07-17 09:10 - skyjake

Fixed for 1.11. Hopefully I didn't inadvertently break any of the (rather convoluted) map switching logic...

#8 - 2013-07-17 09:10 - skyjake

- **Milestone**: v1.9.7 --> v1.11