

Doomsday Engine - Bug #1109

game crashes at start of

2013-01-25 18:05 - pokazene_maslo

Status: Closed	Start date: 2013-01-25
Priority: Lowest	% Done: 100%
Assignee:	
Category:	
Target version: 1.10	
Description Doomsday win32 crashes every time at start of Doom 2 Level 7: Dead Simple. Previous levels are running fine. application terminated due to exception: (MaterialSnapshot::texture) Invalid unit index 0 see attachment.	
Attachments: <ul style="list-style-type: none">• http://sourceforge.net/p/deng/bugs/1102/attachment/doomsday.out	

History

#1 - 2013-01-28 17:15 - pokazene_maslo

ok, updating WAD to 1.9 fixed the issue

#2 - 2013-01-31 19:46 - skyjake

- **status:** open --> closed

#3 - 2013-03-29 08:24 - skyjake

File "D:\Install\Games\Legacy Of Doom\DOOM2.WAD:(basedir)\FATTB4B6.Imp" does not appear to be a valid Patch.

First thing to check: is your DOOM2.wad the right version? With my DOOM2.wad, I get the following:

IWAD identification: 010424c4

Your doomsday.out seems to say 0109bd24, instead.

#4 - 2013-03-29 08:24 - pokazene_maslo

I have no idea what version I have. If I have wrong version is there way how to patch it?