

## Doomsday Engine - Bug #131

### Crash with Cheb's Blood Effects

2003-09-08 08:30 - skyjake

|                               |                               |
|-------------------------------|-------------------------------|
| <b>Status:</b> Closed         | <b>Start date:</b> 2003-09-08 |
| <b>Priority:</b> Low          | <b>% Done:</b> 100%           |
| <b>Assignee:</b> skyjake      |                               |
| <b>Category:</b>              |                               |
| <b>Target version:</b> 1.7.12 |                               |

**Description**

Quote Simon D.:

When i chose the add-on for doomsday last version : cheb's blood LONG, there is automatically a bug. you shoot one huy and doomsday freezes. windows must close the program with error message.

I saw that bug for every version of doom (1 to final), in exemple (DOOM 1 shores of hell, first level, first enemy). I tested that bug with a friend and other PC config and it's the same pb.

BUT when we chose cheb's SHORT blood the game continues normally.

**Labels:** Resources

#### History

##### #1 - 2003-09-24 13:13 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: YES  
user\_id=638442

The problem is in this ded code:

```
Model {  
State = "BLOOD3";  
Scale = 2.0;  
Offset = 2;  
Md2{  
File = "decor/blood/tinyblood.md2";  
Frame = "Zero";};  
}
```

```
Copy Model {  
State = "SMALLPOOL";  
Md2{  
Frame = "Frame 1";};  
}
```

```
State {  
ID = "BLOOD3";  
Sprite = "BLUD";  
Frame = 0;  
Ticks = 1;  
Next state = "SMALLPOOL";  
}
```

This effect create a small poll of blood after shot any enemy.  
The code works correctly in Doomsday 1.7.11 and older.

##### #2 - 2003-09-27 19:43 - skyjake

Logged In: YES

user\_id=717323

The problem appears to be that Cheb is using a sprite called POB2. This sprite does not exist in Doom 1. Hence the crash.

I fixed this by allowing the use of undefined sprites. If one is encountered, the object is quietly hidden. This doesn't fix the blood effect but it fixes the crash.

In Doom 2, I don't see any problems with the effect.