

Doomsday Engine - Bug #1659

Crash when loading a save game of Ultimate Doom

2013-11-09 21:01 - krnowak

Status: Closed	Start date: 2013-11-09
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Defect	
Target version: 1.13	
Description Attached the save game file that crashes the game. I have no clue whether the file is corrupted or not, but loading it rather should not end with a dialog popping up and saying "Access violation - no RTTI data!".	
Related issues: Related to Feature #1687: In-game error dialogs (e.g., corrupt savegame) Progressed 2013-12-23	

Associated revisions

Revision 0c496733 - 2013-12-23 13:04 - skyjake

Fixed|Client|libcommon: Avoid crash when loading a corrupt savegame

IssueID #1659

History

#1 - 2013-11-11 10:34 - skyjake

- Tags set to SaveGame, Doom
- Subject changed from Crash when loading a save game of ultimate doom. to Crash when loading a save game of Ultimate Doom
- Category set to Defect
- Status changed from New to In Progress
- Assignee set to skyjake

#2 - 2013-12-23 13:06 - skyjake

- Status changed from In Progress to Resolved
- Target version set to 1.13

This looks like a corrupt save file. I fixed the cause of the crash, however it cannot be loaded successfully.

#3 - 2013-12-23 13:07 - skyjake

- % Done changed from 0 to 100

#4 - 2013-12-23 13:50 - skyjake

- Status changed from Resolved to Closed

Files

doomsday.out	11.2 KB	2013-11-09	krnowak
DoomSav0.dsg	25 KB	2013-11-09	krnowak