

Doomsday Engine - Bug #177

Requiem WAD no longer works

2004-07-02 20:14 - stephenhowe

Status: Closed	Start date: 2004-07-02
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.8.0	
Description Requiem WAD no longer works. This is with versions 1.7.15 and 1.8.0 Running on Windows XP Professional, SP1 with Intel Extreme Graphics 82845G card I have tried this with GLBSP 2.05 and 2.00, with/without -fresh but I don't think this is a GLBSP problem. I tried deleting the GWA file but same result. Command line: Jdoom -doom2 -file requiem.wad reqmus.wad What happens is that it starts off line on level 1. But at the point where the first door is opened, the actual opening of the door causes Doomsday to lock up solid. If I run in Direct3D mode, pulling the power wsa necessary as Ctrl-Alt-Del failed to bring up Task Manager. At the moment I am still fishing for clues for whether this is a DirectX problem, XP problem, Video card problem (unlikely), DoomsDay problem etc. I would be interested in anyone can run Requiem at all (or alternatively, they get total lockup). Stephen Howe Labels: jDoom	

History

#1 - 2004-08-21 08:39 - skyjake

Logged In: YES
user_id=717323

Does Doomsday 1.8.1 work any better?

#2 - 2004-10-03 06:23 - robinpalmer

Logged In: YES
user_id=888875

Under the Graphics tab in control panel, turn off Simulate Radiocity.

#3 - 2004-10-31 02:40 - stephenhowe

Logged In: YES
user_id=1071665

That is it

If I play Requiem, it locks up solid on opening the first door with 1.8.3. I have to kill using Task Manager.

If I turn off "Simulate Radiocity" at that point, the door opens and I can play. So something in "Simulate Radiocity" does not work with Requiem (and I have not tried Eternal Doom, level 28 nor Memento Mori II which showed the same symptoms) but I think it could be the same.

Stephen Howe

#4 - 2004-11-07 18:45 - danij

Logged In: YES
user_id=849456

The problem appears to be with fakeradio, if you dissable it Doomsday no longer crashes.

#5 - 2005-02-06 22:27 - danij

Logged In: YES
user_id=849456

The valid sector loop count added to FakeRadio in Doomsday 1.8.6 fixes this.