

Doomsday Engine - Bug #1797

Crash playing sci2.wad MAP13 (Doom 2)

2014-05-03 17:45 - mezlo

| | | | |
|---|--------|--------------------|------------|
| Status: | Closed | Start date: | 2014-05-03 |
| Priority: | Normal | % Done: | 100% |
| Assignee: | daniij | | |
| Category: | Defect | | |
| Target version: | 1.14.2 | | |
| Description | | | |
| When playing sci2.wad under Doomsday 1.14.1, Doomsday crashes with a Segmentation Violation on MAP13 when you turn right after going through the blue door. I tested this under Doomsday 1.13.2 and it does not crash. I've attached a zip file containing the wad file as well as my user folder (savegame, config etc). | | | |

Associated revisions

Revision 88e6641b - 2014-05-04 00:02 - daniij

Fixed|World|SectorCluster: Crash with sci2.wad (Doom2) upon triggering the exit crusher

The crash was the result of an incorrect assumption that all sector clusters will have at least one outer boundary edge. While this is logically true there are some special cases in which no boundary is recorded (e.g., the one unique outer halfedge is twined with an egde originating from a degenerate BSP leaf). In this case, the trigger is a so-called "control sector" outside the map attempting to update surface light decorations when it's ceiling plane moved.

Todo for later: There is no need for such a cluster to be observing plane movement at all. To address this properly we need two things; 1) BSP building algorithm that guarantees topologically sound and geometrically correct data, 2) more intelligent SectorCluster.

IssueID #1791

History

#1 - 2014-05-03 22:43 - daniij

I've tried to reproduce this on Windows but so far I've had no luck. Can you provide any more info? Are you loading any other addons?

Edit: I've now replicated the problem. Seemingly it is dependent on one playing through the whole map, so presumably there is some special being triggered which leads to the P_Callbackp error.

#2 - 2014-05-03 23:03 - daniij

- Category set to Defect

#3 - 2014-05-03 23:05 - daniij

- Status changed from New to In Progress

- Assignee set to daniij

#4 - 2014-05-03 23:19 - daniij

- Target version set to 1.14.2

- % Done changed from 0 to 100

#5 - 2014-05-04 00:08 - daniij

- Status changed from In Progress to Closed

#6 - 2014-05-04 06:14 - skyjake

- Status changed from Closed to Resolved

#7 - 2014-05-04 06:15 - skyjake

Marked as Resolved until cherry-picked.

#8 - 2014-05-06 23:56 - danij

- Status changed from Resolved to Closed

#9 - 2014-05-07 00:08 - danij

- Subject changed from doomsday 1.14.1 Segmentation Violation (sci2.wad) to Crash playing sci2.wad MAP13 (Doom 2)

Files

| | | | |
|----------|---------|------------|-------|
| sci2.zip | 3.74 MB | 2014-05-03 | mezlo |
|----------|---------|------------|-------|