Doomsday Engine - Bug #1802

[Hexen] Saving error - "already exists"

2014-05-12 00:48 - JGondek

Status:	Closed		**Start date:**	2014-05-12
Priority:	High		**% Done:**	100%
Assignee:	skyjake			
Category:	Regression			
Target version:	1.14.3			

Description

Doomsday version 1.14.2

Steps to reproduce:
1. Load a random level (tested on Hypostyle and Bright Crucible)
2. Save the game using quicksave (F6) multiple times
3. After a few successful saves, the consecutive ones fail with an error:

Error saving game session to '/home/savegames/
hexen/hexl.save':
[AlreadyExistsError] (ArchiveFeed::newFiie) Info:
already exists

Sometimes doing some action (e.g. shooting a weapon) helps in reproducing the bug.
Happens with saves imported from previous saving system (from version 1.13.2).

Cleaning savegames folder and reimporting the saves doesn't work.

Associated revisions

Revision 6e8c9f24 - 2014-05-13 11:47 - skyjake

Fixed|libcore|libcommon: File already exists when trying to save game

Two issues were fixed:

- ArchiveFeed would abort a repopulation prematurely due to a
"return" in place of "continue".

- ArchiveEntryFile wasn't making sure that the File's modification
timestamp matched the archive entry timestamp. This lead to an
unnecessary prune (but the file wasn't recreated due to the above
issue).

Also removed an unnecessary populate() call in libcommon's GameSession.

IssueID #1802

Revision 9fc0e5b7 - 2014-05-13 12:08 - skyjake

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History

#1 - 2014-05-12 06:30 - skyjake

Are you using Windows? If so, which version?

#2 - 2014-05-12 07:45 - danij

- Status changed from New to In Progress

- Assignee set to danij

#3 - 2014-05-12 07:53 - danij

The "hexl.save" name suggests this is a quick save slot binding issue.

Edit: I couldn't find any problems with the 'quick' mnemonic binding, however I did spot an unrelated issue, in that "game-save-last-slot" was not being updated correctly (fix committed).

#4 - 2014-05-12 08:13 - danij

- Assignee deleted (danij)

#5 - 2014-05-12 09:22 - skyjake

I'll check on Windows if I can reproduce any file access issues in the case where replaceFile is called repeatedly. Perhaps the native file system goes out of sync with FS2 for some reason.

#6 - 2014-05-12 12:04 - JGondek

- File hex1.save added

I'm using Windows 8.1.
Considering the stable builds the issue is present only in the latest one (1.14.2).
The quicksave works properly for the first few times, then is breaks and the savefile "hex1.save" stays the same despite quicksaving. Now, after I restarted Windows it took longer than usual to reproduce the bug, but it still exists when I keep pressing "F6 y" repeatedly.

I'm attaching the "hex1.save" file.

#7 - 2014-05-12 21:39 - skyjake

- Tags set to Hexen, SaveGame, FileSystem, Windows

- Assignee set to skyjake

- Target version set to 1.14.3

#8 - 2014-05-12 21:44 - skyjake

I can reproduce this on Windows with Hexen. I'll investigate what is going on.

The internal.save seems to be written successfully, however when the actual save is being written, ArchiveFeed encounters unexpected files. Perhaps replaceFile() is having a problem inside PackageFolder.

#9 - 2014-05-13 11:42 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#10 - 2014-05-13 12:12 - skyjake

- Status changed from Resolved to Closed

Cherry picked to stable-1.14.

Files

hex1.save	130 KB	2014-05-12		JGondek