Doomsday Engine - Bug #1952

Eternal Doom MAP26 malformed map hack causing memory release error

2015-01-27 20:57 - skyjake

Status:	Progressed		**Start date:**	2015-01-27
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Defect			
Target version:	Modding			

Description

See: [forum thread](#)

danij wrote:

> Just a quick note to say that I can replicate the problem and am looking into a fix. The crash has nothing at all to do with savegames (yours is not corrupted) and is in fact an issue with interpreting a seemingly malformed map hack on MAP26, which is leading to a memory release error when switching to another map. Interestingly, it doesn't occur if one loads MAP26 and then warp to another map immediately.

History

#1 - 2015-01-27 20:57 - skyjake

- Subject changed from Eternal MAP26 malformed map hack causing memory release error to Eternal Doom MAP26 malformed map hack causing memory release error

#2 - 2015-01-27 20:57 - skyjake

- Tags changed from MapData to MapData, Doom

#3 - 2015-01-27 21:00 - skyjake

- Description updated

#4 - 2016-07-05 23:56 - skyjake

- Status changed from In Progress to Progressed

#5 - 2017-04-03 14:03 - skyjake

- Target version set to Modding

#6 - 2019-11-29 23:06 - skyjake

- Assignee deleted (danij)