

Doomsday Engine - Bug #2014

Fatal error with light-decoration test map (orange bookkeeping error)

2015-04-13 10:58 - vermil

Status:	Closed	Start date:	2015-04-13
Priority:	High	% Done:	100%
Assignee:	daniij		
Category:	Defect		
Target version:	1.15		
Description			
This probably isn't a Doom specific bug.			
Attached is a small test map (E1M1 of Doom) of mine I was using for material decoration tests; attempting to view the left most room causes Dday to crash with the following:			
Attempted to free pointer without ZONEID. Attempted to free pointer without ZONEID. Created a new 32.0 MB memory volume. Z_CheckHeap: allocated bytes counter is off (counter:1043156 != actual:108196178) Z_CheckHeap: zone book-keeping is wrong Application terminated due to exception: Z_CheckHeap: zone book-keeping is wrong			

Associated revisions

Revision 9a7c162c - 2015-04-14 05:09 - daniij

Refactor|Renderer: Use an object-oriented model for AngleClipper

Todo for later: Much more can be done to improve the implementation. Although, it remains to be seen whether we'll still need this in the future.

History

#1 - 2015-04-13 10:59 - vermil

Though sometimes Dday will also close with no error message when viewing the room. But the out file still logs something similar to the above error message in such a case.

#2 - 2015-04-13 11:37 - daniij

- Subject changed from [Doom] Book-keeping crash to Zone-bookkeeping error (decorations?)
- Assignee set to daniij

#3 - 2015-04-13 11:38 - vermil

To comment on the changed title; the decorations defs I was using didn't appear to be the cause of the crash (the crash occurred whether or not I loaded the decorations defs).

#4 - 2015-04-13 16:16 - daniij

- Subject changed from Zone-bookkeeping error (decorations?) to Zone-bookkeeping error (orange bookkeeping error)

#5 - 2015-04-13 16:17 - daniij

- Subject changed from Zone-bookkeeping error (orange bookkeeping error) to Crash with light-decoration test map (orange bookkeeping error)

#6 - 2015-04-13 16:18 - daniij

Seems to be a orange management error in the old angle-clipper.

#7 - 2015-04-13 17:13 - daniij

- Category set to Defect
- Status changed from New to In Progress

- Priority changed from Normal to High

- Target version set to 1.15

#8 - 2015-04-13 17:14 - danij

- Tags set to *Renderer, Client*

#9 - 2015-04-13 18:49 - danij

- % Done changed from 0 to 20

#10 - 2015-04-15 03:46 - danij

- Subject changed from *Crash with light-decoration test map (orange bookkeeping error)* to *Fatal error with light-decoration test map (orange bookkeeping error)*

- % Done changed from 20 to 50

Although revision 9a7c162c addresses the fatal error (the Zone is no longer used for allocating clip/occlusion ranges) - the bookkeeping issue remains, however.

#11 - 2015-04-23 04:52 - danij

This was caused by a logic error inadvertently introduced way back in 2006 when the MAX_POLY_SIDES static limit was removed. Resizing of the anglist scratch buffer failed to ensure it was large enough in all cases.

#12 - 2015-04-23 04:53 - danij

- Status changed from *In Progress* to *Closed*

- % Done changed from 50 to 100

Files

DoomDlightsTestCrash.wad	110 KB	2015-04-13	vermil
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