Doomsday Engine - Bug #2174

[Doom2] Map14 uncaught exception

2016-08-24 02:06 - Drako

Status:	Closed	**Start date:**	2016-08-24
Priority:	Urgent	**% Done:**	100%
Assignee:	danij		
Category:	Regression		
Target version:			

Description

Doomsday 2 build2059 x64

I load doom 2 (no additional packages), go to console and type "warp map14". An Uncaught Exception occurs - details in attached files.

Associated revisions

Revision 020c6053 - 2016-08-24 09:22 - danij

Fixed|World|Client: Uncaught exception (Doom 2 MAP14)

Never attempt to fix missing materials on the back of lines belonging to "one-way window" effects/mapping-errors (there are no Surfaces in such a case).

Fixes #2174

History

#1 - 2016-08-24 05:48 - skyjake

- Tags set to MapData

- Category changed from Defect to Regression

- Priority changed from High to Urgent

- Target version set to 49

#2 - 2016-08-24 08:42 - danij

- Status changed from New to In Progress

- Assignee set to danij

#3 - 2016-08-24 09:03 - danij

- % Done changed from 0 to 50

#4 - 2016-08-24 09:26 - danij

- Status changed from In Progress to Resolved

- % Done changed from 50 to 100

#5 - 2016-10-03 09:52 - skyjake

- Status changed from Resolved to Closed

#6 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)

Files

Exception.jpg	15.4 KB	2016-08-24	Drako
doomsday.out.zip	189 KB	2016-08-24	Drako