

## Doomsday Engine - Bug #2209

### Materials do not get correctly reset when loading/unloading data files while a game is loaded

2017-03-05 12:12 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2017-03-05
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b> skyjake	
<b>Category:</b> Defect	
<b>Target version:</b> 2.3.x	
<b>Description</b> Steps to reproduce: <ol style="list-style-type: none"><li>1. Load Aliens TC and start a map.</li><li>2. Load a savegame from vanilla Doom.</li><li>3. PackageCompatibilityDialog unloads all packages.</li><li>4. Materials are now broken.</li></ol>	
<b>Related issues:</b>	
Related to Bug #1026: Load console command music oversight	<b>Closed</b> <b>2012-04-14</b>
Related to Bug #1992: Load console command segfaults (needs retesting)	<b>Closed</b> <b>2015-03-12</b>
Related to Bug #2324: Sky texture issue upon MOD loading/unloading in game	<b>New</b> <b>2019-03-24</b>

#### Associated revisions

##### Revision cebf6266 - 2017-03-05 13:50 - skyjake

Fixed|Client|Resource: More robust way to load packages needed by savegame

At the moment, there are a number of bugs that get triggered when data files are unloaded and loaded individually. As a workaround, do a complete game unload and reload with the right packages when loading a savegame that requires different ones.

IssueID #2209

##### Revision 2c9356e3 - 2017-03-06 15:30 - skyjake

Fixed|Client|Resource: More robust way to load packages needed by savegame

At the moment, there are a number of bugs that get triggered when data files are unloaded and loaded individually. As a workaround, do a complete game unload and reload with the right packages when loading a savegame that requires different ones.

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#### History

##### #1 - 2017-04-03 14:47 - skyjake

- Related to Bug #1026: Load console command music oversight added

##### #2 - 2018-10-27 15:00 - skyjake

- Target version changed from 2.1 (Late 2018) to 2.2 (2019)

##### #3 - 2019-10-14 10:31 - skyjake

- Target version changed from 2.2 (2019) to 2.3.x

##### #4 - 2019-11-29 21:57 - skyjake

- Related to Bug #1992: Load console command segfaults (needs retesting) added

##### #5 - 2019-11-29 22:27 - skyjake

- Related to Bug #2324: Sky texture issue upon MOD loading/unloading in game added