

Doomsday Engine - Bug #222

Mac: Hexen crashes upon return to Seven Portals

2005-03-06 21:54 - zachkeene

Status: Closed	Start date: 2005-03-06
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description	
<p>I'm using the official Mac binary, and Hexen crashes everytime I return to the Seven Portals hub from the first visit to the Guardian of Ice.</p> <p>Doomsday.out is attached; it complains of a corrupt save game, which is strange since I have no games saved (I'm starting a new game everytime this happens.)</p> <p>The console log varies slightly from the Doomsday.out when this happens; the last few lines are shown below:</p> <pre>SetupLevel: MAP01 GL_VERT v2.0 Map 1 (1): WINNOWING HALL SetupLevel: MAP02 GL_VERT v2.0 Map 2 (2): SEVEN PORTALS SetupLevel: MAP03 GL_VERT v2.0 Map 3 (3): GUARDIAN OF ICE SetupLevel: MAP02 GL_VERT v2.0 Map 2 (2): SEVEN PORTALS ERROR FLECHETTE SetupLevel: MAP02 GL_VERT v2.0 Map 2 (2): SEVEN PORTALS</pre> <p>Corrupt save game: Segment [102] failed alignment check</p>	
Labels: jHexen Gameplay	

History

#1 - 2005-03-06 21:54 - zachkeene

Doomsday.out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/84996af3/7c11/attachment/Doomsday.out

#2 - 2005-03-06 22:50 - skyjake

Logged In: YES
user_id=717323

The latest Mac beta (2) has problems with Hexen's savegame files. When you return to the Seven Portals, the game actually restores the map from an automatically saved game.

Hexen has its own savegame code, so I'm pretty confident the problem is easy to locate.

#3 - 2005-03-20 13:48 - skyjake

Logged In: YES
user_id=717323

Now fixed in the CVS.