Doomsday Engine - Bug #2445

Doomsday Crashes When Loading Master Levels for Doom II

2021-01-24 14:10 - wzbhptguuk

Status:	New	Start date:	2021-01-24
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:			
Target version:			

Description

Thanks for hard work on the Source Port.

I am currently running Doomsday 2.3 on Gentoo Linux (Hardened, Systemd, No multi-lib, Gnome/Wayland, Pipewire) with Kernel 5.10.10.

When I try and follow the steps listed by skyjake at the below forum link:

https://talk.dengine.net/discussion/2776/how-do-i-add-master-levels-to-doomsday-2-2-i-have-the-1996-versions

Doomsday hangs, with a short burst of music and a partially transitioned title screen displayed. This is the only time I experience this issue. I can play Ultimate Doom, Doom II, Final Doom, Heretic I, Hexen I and II and No Rest for the Living without issue. I am using the WADs that come from Steam.

I have confirmed the same behaviour on the Flatpak Doomsday 2.3 binaries hosted on Flathub as well.

Please let me know if there are any troubleshooting steps I could take that would provide you with more info.

Cheers

History

#1 - 2021-01-24 14:42 - wzbhptquuk

Sorry, just wanted to add that by Hexen II, I really mean Hexen: Deathkings of the Dark Citadel.

#2 - 2021-08-01 07:29 - wzbhptguuk

Also, I have also confirmed identical behaviour in this regard in a stock Fedora 34 install, with identical steps. I used the flathub version of Doomsday at stock settings, and the steam wads for Doom II and Master Levels.

#3 - 2021-08-07 06:00 - wzbhptguuk

The problem is now partially fixed. If I add the relevant .WAD to Doom II first, and then play DOOM II, it will play without hanging. However, if I follow the above instructions and use the "Play in" -> Doom II method. I am still getting hangs regardless of the .WAD.

Files

doomsday.out 16.2 KB 2021-01-24 wzbhptguuk

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