Doomsday Engine - Bug #2448

crashes when configuring mods an wads folder an video an audio settings.

2021-02-01 20:55 - DOOMMarine117

Status:	New		**Start date:**	2021-02-01
Priority:	Urgent		**% Done:**	0%
Assignee:	Deng Team			
Category:				
Target version:	2.3.x			

Description

Hi, i just recently came back to doomsday for 2.3 update. it crashes after you configure the wads an mods folders an happens right after you configure the videos an audio settings.

it didn't happen before in 2.2.

please fix it. thanks.

are tons of mod support doomsday now like zblood, terminator future war, aliens eradication tc, halo in doom.pk3, wolfenstein 3d, duke 3d an many otehrs?

thanks.

History

#1 - 2021-02-01 21:15 - skyjake

This requires some investigation. I suspect the crash is caused by a race condition in Doomsday's file indexing.

> are tons of mod support doomsday now like zblood, terminator future war, aliens eradication tc, halo in doom.pk3, wolfenstein 3d, duke 3d an many otehrs?

If you're asking if 2.3 improves mod support with regard to mods made for other engines, the answer is no...

#2 - 2021-02-01 21:50 - DOOMMarine117

skyjake wrote:

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>
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> If you're asking if 2.3 improves mod support with regard to mods made for other engines, the answer is no...

race condition?

whats that?

#3 - 2021-02-01 21:58 - skyjake

DOOMMarine117 wrote:

> race condition?
>
> whats that?

That's a programming term for a problem where multiple threads are handling the same data with a random outcome, so one possible result is a crash because the data gets garbled.

#4 - 2021-02-01 22:58 - DOOMMarine117

skyjake wrote:

> DOOMMarine117 wrote:
>
>> race condition?
>>
>> whats that?
>
> That's a programming term for a problem where multiple threads are handling the same data with a random outcome, so one possible result is a crash because the data gets garbled.

garbled? interesting. so is tehre a way to fix it if possible?

#5 - 2021-02-16 07:57 - DOOMMarine117

skyjake wrote:

> DOOMMarine117 wrote:
>
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>>
>> whats that?
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> That's a programming term for a problem where multiple threads are handling the same data with a random outcome, so one possible result is a crash because the data gets garbled.

ok so i manage to get the program finally working by using the sourceforge version. but i still get issues when loading mods or wads like REKKR for instant. no episodes or skill is listed when creating a custom profile.