Doomsday Engine - Bug #2462

Cannot Load any Cranium or Dr Sleep Master Levels

2021-08-07 06:15 - wzbhptguuk

Status:	New		**Start date:**	2021-08-07
Priority:	Normal		**% Done:**	0%
Assignee:	Deng Team			
Category:	Defect			
Target version:				

Description

I have been working my way through all of the Master Levels, and unfortunately, once I got up to the following levels, made by Cranium or Dr Sleep, Doomsday fails to load the .WAD, instead ignoring it and loading the first level of Doom II.

The Cranium levels are:

- BLACKTWR.WAD
- BLOODSEA.WAD
- MEPHISTO.WAD
- TEETH.WAD

The Dr Sleep Levels are:

- GERYON.WAD
- MINOS.WAD
- NESSUS.WAD
- VESPERAS.WAD
- VIRGIL.WAD

I am using the latest flatpak Doomsday on Fedora 34 with no unusual configs.

In order to play the Master Levels, I added the relevant Master Levels .WAD to Doom II that I wished to play and then pressed play DOOM II. Once starting a New Game and selecting the difficulty I am then dropped into the correct Master Level. Once finished I then quit, remove the .WAD and add the next one I wish to play. The alternative suggestion using "Play in" -> Doom II suggested here https://talk.dengine.net/discussion/2776/how-do-i-add-master-levels-to-doomsday-2-2-i-have-the-1996-versions, causes hangs.

All other Master Levels apart from those listed above work perfectly.

Please let me know if you need any more info, and thanks a lot for your hard work on the best source port!

Files

doomsday.out	7.25 KB	2021-08-07	wzbhptguuk