

Doomsday Engine - Bug #247

1.9.0beta2 Regression: JHeretic Segfaults after loading save

2005-08-01 11:55 - yagisan

Status:	Closed	Start date:	2005-08-01
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta2		
Description 1.9.0beta2 Regression: JHeretic Segfaults after loading saved game. Can be easily reproduced. Save the game after E1M1 and then try to load. jHeretic will segfault after loading. Reported by Mishura from ubuntu forums. Confirmed by myself. Attached is a sample savegame, and doomsday.out. Labels: jHeretic			

History

#1 - 2005-08-01 11:55 - yagisan

Heretic Save Game (Heretic - Serpent Riders v1.3)

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4363306b/d73f/attachment/HticSav0.hsg

#2 - 2005-08-01 11:58 - yagisan

Console output.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4363306b/3327/attachment/consoleoutput.txt

#3 - 2005-08-28 20:31 - danij

Logged In: YES
user_id=849456

Some new items were added to jHeretic saved games for 1.9.0beta2 so naturally an earlier version of jHeretic won't be able to handle newer save games.

The save-game version number should be incremented to prevent the segfault if the newer save was loaded in an older version of jHeretic. The reason this has not been done yet is because I anticipated more changes to the save games before 1.9.0 final was released and didn't want to increase the version number more times than necessary.

#4 - 2005-08-28 23:40 - yagisan

Logged In: YES
user_id=1248824

Nowhere did I state I was using an old save file, or trying to load in and old version of doomsday. I am using 1.9.0beta2 to load and save files created in 1.9.0beta2. 1.9.0beta2 crashes on loading it's OWN save files. Mostly after E1M1, but occasionally on E1M1 too.

Please take another look at this, and try it for yourself.
It occurs for at least 2 users now.

#5 - 2005-08-29 01:20 - daniij

Logged In: YES
user_id=849456

I sumised you were loading newer save games in an older version of jHeretic as in your bug report you wrote 'Regression' suggesting that you had gone back to a previous version.

As that is not the case I will definetly look into this further. I suspect that its another OS specific issue as jHeretic save/load games work fine in Doomsday 1.9.0-beta2 under WinXPSP2 for me.

#6 - 2005-08-29 01:55 - yagisan

Logged In: YES
user_id=1248824

My apologies for sounding rude. We seemed to have had a misunderstanfing over regression. I wrote that to imply that a feature that worked in previous versions, no longer worked in the current version.

I have had another look into the segfault, and it seems to occur when I have some items or weapons and the game is saved. I tend to reproduce it after I have picked up the crossbow in E1M1 or if I cheat and give myself weapons or artifacts. The heretic wad that this is tested on is the 1.3 wad (with serpent riders).

I'm more then happy to test any proposed fixes on linux for you.

#7 - 2005-10-16 20:10 - skyjake

Logged In: YES
user_id=717323

This should be fixed in 1.9.0-beta3. At least I haven't been able to reproduce it.

#8 - 2005-10-18 03:44 - zachkeene

Logged In: YES
user_id=1103163

Appears fixed to me as well.