

## Doomsday Engine - Bug #253

### Lock up when loading MAP28 of Eternal.wad

2005-08-27 14:05 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2005-08-27
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta2	
<b>Description</b> jDoom: When attempting to load MAP28 of Eternal.wad Doomsday will lock up.  After inspecting the wad in DoomBuilder I think it could be due to this level using a texture that is actually missing from the WAD.  Eternal.wad is Doom.exe compatible other than it breaches the visplane limits.  What I would like to see is a change in the way Doomsday reacts to missing textures/flats in PWADS. I think that Doomsday should instead of not running/crashing - in place of any missing/bad textures render a "MISSING" texture and otherwise carry on as normal.  Eternal Doom is a great megawad that would look superb with Doomsday.  <b>Labels:</b> Data	

#### History

##### #1 - 2005-10-13 03:12 - danij

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user\_id=849456

After looking further into this - what I mentioned above is not correct. The problem is actually due to the fact that one of the textures on this level is made up of a patch (SEPI1) which doesn't exist in the PWAD.

I propose that if at least one patch has been loaded then Doomsday will simply ignore the missing patch and print an error message to the console.

Alternatively if dev mode is enabled it could use a "missing patch" graphic in place of the missing patch.

I will attempt to resolve the issue so that MAP28 of Eternal.wad can be played with Doomsday.

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I've added the code required so that Doomsday will no longer crash if a bad texture name is found. Instead a "missing texture" graphic will be used to draw any surface with a bad texture name.

##### #2 - 2005-10-13 05:59 - danij

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user\_id=849456

Heh. I'll find out why this occurs sooner or latter (this is the problem when you don't have any debug tools...)

Although the patch (SEPI1) is missing from Eternal.wad, no texture in the PWAD contains this patch so it can't be the cause of the crash. The search continues...

**#3 - 2005-10-13 07:49 - danij**

Small map showing the Eternal MAP28 bug

**Attachments:**

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/36256aa3/a149/attachment/M28BUG.wad](http://sourceforge.net/p/deng/bugs/_discuss/thread/36256aa3/a149/attachment/M28BUG.wad)

**#4 - 2005-10-13 07:49 - danij**

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After what seems like forever I've found what is causing Doomsday to crash on MAP28 Eternal.wad.

It is actually the geometry of this area that is causing the problem. Specifically there are two, two-sided linedefs EXACTLY on top of one another (lines 13 & 17 in the attached PWAD). Both the front and back sector numbers of each linedef are the same but each linedef is a different sector (I hope that makes sense).

Attached is a small example PWAD that demonstrates the problem (MAP01). If line 13 or 17 is removed (or split with another vertex) Doomsday will no longer crash when starting the level.

Since this is quite a horrid Doom.exe renderer hack it will probably require some special detection logic. I'll come back to this latter when I feel like getting my hands dirty :-)

**#5 - 2006-03-04 07:53 - danij**

Logged In: YES  
user\_id=849456

Fixed for Doomsday 1.9.0