

Doomsday Engine - Bug #358

Hexen segfault in recent SVN

2006-09-06 03:17 - zachkeene

Status: Closed	Start date: 2006-09-06
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description	
Not sure when this crept in but it's still happening as of 3854.	
Start a game, VISIT02 (or play through normally if you like), then take the first portal from Seven Portals to the Guardian of Ice. Flip the switch in front of the pendant, then step on the random blocks to return to the Seven Portals.	
At this point the console starts spewing a ton of "R_FlatNumforName: <garbage characters> Not Found!" errors and segfaults.	
Backtrace and doomsday.out attached.	
Labels: jHexen	

History

#1 - 2006-09-06 03:17 - zachkeene

GDB Backtrace

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/5dc6d0f5/1bdc/attachment/hexen-bt.txt

#2 - 2006-09-06 03:17 - zachkeene

doomsday.out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/5dc6d0f5/aa67/attachment/doomsday.out

#3 - 2006-09-08 15:18 - danij

Logged In: YES
user_id=849456

Fixed in SVN.

#4 - 2006-09-13 23:35 - zachkeene

Logged In: YES
user_id=1103163

It's still happening for me in 3914, and I don't think it's me this time.

#5 - 2006-09-14 02:02 - danij

Logged In: YES
user_id=849456

I noticed from your backtrace that you had just loaded a save game. Can you try this without loading from an existing

save game.

#6 - 2006-09-14 02:56 - zachkeene

Logged In: YES
user_id=1103163

I'm personally not loading any save; that's the automatic save Hexen makes when I leave the Seven Portals, then reloads when I attempt to return.

In a similar vein, you can VISIT03 to the Guardian of Ice from the start, and return to the Seven Portals with no problem. But then any attempt to return to Guardian of Ice will segfault.

#7 - 2006-09-14 03:53 - zachkeene

Logged In: YES
user_id=1103163

Well, part of the problem is this: at several points in sv_save.c, there's a check like:

```
if (saveVersion >= 3)
    ver = GET_BYTE;
```

This check seems to always fail, for automatic level-switching loads at least, because if I comment out the if statements this problem goes away.

#8 - 2006-09-14 07:13 - danij

Logged In: YES
user_id=849456

Ah I see what the problem is.

I've committed changes to SVN. Let me know if this fixes the problem.

#9 - 2006-09-14 07:34 - zachkeene

Logged In: YES
user_id=1103163

Yep, that fixed it. Thanks.