

## Doomsday Engine - Bug #425

### Crash on client - anytime trying to fire weapon

2007-02-24 05:12 - scrdennis

<b>Status:</b>	Closed	<b>Start date:</b>	2007-02-24
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta5		
<b>Description</b>			
Client can connect to server and join. Can also walk around but first time try to fire weapon, crashes with error below.			
Con_Init: Initializing the console. SW_Init: Startup message window opened. Executable: Version 1.9.0-beta5 Jan 9 2007 (DGL). G_Prelnit: Registering Bind Classes... Parsing configuration files. W_Init: Init WADfiles. W_AddFile: data\doomsday.pk3 W_AddFile: data\jheretic\jheretic.pk3 W_AddFile: D:\ldWads\HERETIC.WAD IWAD identification: 00ea102d W_AddFile: D:\ldWads\HERETIC.gwa W_AddFile: data\jheretic\auto\basedata\e2endpcx.lmp W_AddFile: data\jheretic\auto\basedata\fonta59.lmp W_AddFile: data\jheretic\auto\basedata\fonta60.lmp W_AddFile: data\jheretic\auto\basedata\fonta61.lmp W_AddFile: data\jheretic\auto\basedata\fonta62.lmp W_AddFile: data\jheretic\auto\basedata\fonta63.lmp W_AddFile: data\jheretic\auto\basedata\fontb59.lmp W_AddFile: data\jheretic\auto\basedata\fontb60.lmp W_AddFile: data\jheretic\auto\basedata\fontb61.lmp W_AddFile: data\jheretic\auto\basedata\fontb62.lmp W_AddFile: data\jheretic\auto\basedata\fontb63.lmp W_AddFile: data\jheretic\auto\basedata\menufog.lmp W_AddFile: data\jheretic\auto\basedata\pal18to8.lmp Reading definition file: defs\doomsday.ded Reading definition file: defs\jheretic\jheretic.ded 128 sprite names 1222 states 161 things 12 lights 142 sound effects 51 songs 145 text strings 1 particle generators 8 animation groups 4 surface decorations 49 map infos 6 finales Sys_Init: Setting up machine state. Sys_Init: Initializing keyboard, mouse and joystick. Sys_InitTimer. Sys_InitMixer: SB Live! Audio [DF80] Sfx_Init: Initializing DirectSound... DS_DSOUNDInit: EAX initialized. Sfx_InitChannels: 16 channels. DM_WinMusInit: 5 MIDI-Out devices present. DM_WinMusInit: MIDI initialized. S_Init: OK. R_Init: Init the refresh daemon. R_InitModels: Initializing MD2 models.			

R\_InitModels: Done in 0.00 seconds.  
Net\_InitGame: Initializing game data.  
GL\_Init: Initializing Doomday Graphics Library.  
DG\_Init: OpenGL.  
Checking OpenGL extension: GL\_EXT\_compiled\_vertex\_array  
Checking OpenGL extension: GL\_EXT\_paletted\_texture  
Checking OpenGL extension: GL\_EXT\_shared\_texture\_palette  
Checking OpenGL extension: GL\_EXT\_texture\_filter\_anisotropic  
Checking OpenGL extension: GL\_EXT\_blend\_subtract  
Checking OpenGL extension: GL\_ARB\_texture\_env\_combine  
Checking OpenGL extension: GL\_NV\_texture\_env\_combine4  
Checking OpenGL extension: GL\_EXT\_texture\_compression\_s3tc  
OpenGL: Texture compression (3 formats).  
Checking OpenGL extension: GL\_ARB\_multitexture  
Checking OpenGL extension: GL\_SGIS\_generate\_mipmap  
OpenGL information:  
Vendor: NVIDIA Corporation  
Renderer: GeForce2 GTS/AGP/SSE  
Version: 1.5.3  
Extensions:  
GL\_ARB\_imaging           GL\_ARB\_multitexture  
GL\_ARB\_point\_parameters   GL\_ARB\_point\_sprite  
GL\_ARB\_shader\_objects    GL\_ARB\_shading\_language\_100  
GL\_ARB\_texture\_compression   GL\_ARB\_texture\_cube\_map  
GL\_ARB\_texture\_env\_add    GL\_ARB\_texture\_env\_combine  
GL\_ARB\_texture\_env\_dot3   GL\_ARB\_texture\_mirrored\_repeat  
GL\_ARB\_texture\_rectangle   GL\_ARB\_transpose\_matrix  
GL\_ARB\_vertex\_buffer\_object   GL\_ARB\_vertex\_program  
GL\_ARB\_vertex\_shader       GL\_ARB\_window\_pos  
GL\_S3\_s3tc                GL\_EXT\_texture\_env\_add  
GL\_EXT\_abgr               GL\_EXT\_bgra  
GL\_EXT\_blend\_color        GL\_EXT\_blend\_minmax  
GL\_EXT\_blend\_subtract     GL\_EXT\_clip\_volume\_hint  
GL\_EXT\_compiled\_vertex\_array   GL\_EXT\_Cg\_shader  
GL\_EXT\_draw\_range\_elements   GL\_EXT\_fog\_coord  
GL\_EXT\_multi\_draw\_arrays   GL\_EXT\_packed\_pixels  
GL\_EXT\_paletted\_texture    GL\_EXT\_pixel\_buffer\_object  
GL\_EXT\_point\_parameters    GL\_EXT\_rescale\_normal  
GL\_EXT\_secondary\_color     GL\_EXT\_separate\_specular\_color  
GL\_EXT\_shared\_texture\_palette   GL\_EXT\_stencil\_wrap  
GL\_EXT\_texture\_compression\_s3tc   GL\_EXT\_texture\_cube\_map  
GL\_EXT\_texture\_edge\_clamp   GL\_EXT\_texture\_env\_combine  
GL\_EXT\_texture\_env\_dot3     GL\_EXT\_texture\_filter\_anisotro  
GL\_EXT\_texture\_lod         GL\_EXT\_texture\_lod\_bias  
GL\_EXT\_texture\_object      GL\_EXT\_vertex\_array  
GL\_IBM\_rasterpos\_clip      GL\_IBM\_texture\_mirrored\_repeat  
GL\_KTX\_buffer\_region       GL\_NV\_blend\_square  
GL\_NV\_fence               GL\_NV\_fog\_distance  
GL\_NV\_light\_max\_exponent   GL\_NV\_packed\_depth\_stencil  
GL\_NV\_pixel\_data\_range     GL\_NV\_point\_sprite  
GL\_NV\_register\_combiners   GL\_NV\_texgen\_reflection  
GL\_NV\_texture\_env\_combine4   GL\_NV\_texture\_rectangle  
GL\_NV\_vertex\_array\_range   GL\_NV\_vertex\_array\_range2  
GL\_NV\_vertex\_program       GL\_NV\_vertex\_program1\_1  
GL\_SGIS\_generate\_mipmap     GL\_SGIS\_multitexture  
GL\_SGIS\_texture\_lod        GL\_SUN\_slice\_accum  
GL\_WIN\_swap\_hint           WGL\_EXT\_swap\_control  
GLU Version: 1.2.2.0 Microsoft Corporation  
Texture units: 2  
Maximum texture size: 2048  
Maximum anisotropy: 2  
Using anisotropic texture filtering.  
Multitexturing enabled (full).  
Con\_StartupInit: Init startup screen.  
P\_Init: Init Playloop state.  
HU\_Init: Setting up heads up display.  
ST\_Init: Init status bar.

MN\_Init: Init miscellaneous info.

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jheretic Version 1.4.0-beta5 Jan 9 2007 (Doomsday)  
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N\_InitService: In/out UDP port 13209.

Send INFO query.

Waiting for response.

1 server has been found.

Name: P/M L Ver: Game: Location:

0 : Doomsday 1/16 10900 jheretic 1.4.0-beta5 :13209

E1M1 (HERETIC.WAD:ea102d) p:0ms Multiplayer Host

heretic-ext skill3 dm nomonst jump

Players: SCOTT

N\_InitService: In/out UDP port 13209.

Connected.

NetCl\_UpdatePlayerInfo: pl=1 color=1 class=0

Cl\_AnswerHandshake: myConsole:1, gameTime:19437.

PE: (client) arrived in netgame.

Received GTP\_GAME\_STATE

Game state: Map=1 Episode=1 Skill=2 Deathmatch

Respawn=no Monsters=no Jumping=yes Gravity=1.0

SetupLevel: E1M1

VerifyMapData: BEHAVIOR for "E1M1" could not be found.

Useable data will be generated automatically if needed.

DetermineMapDataFormat: (V2 GL Node Data)

(glBSP 2.20 | 2007-02-15 02:46:28.9240 | 0xe021d7f4)

P\_LoadMapData: E1M1

Loading Sidedef Texture IDs...

Group lines

Sector look up

Build line and subsector tables

R\_InitLinks: Initializing

P\_CheckLevel: Checking E1M1 for errors...

Player starting spots:

- pl0: color 0, spot 0

- pl1: color 1, spot 1

P\_SpawnPlayer: spawning player 0, col=0.

P\_SpawnPlayer: spawning player 0, col=0.

P\_SpawnPlayer: spawning player 1, col=1.

P\_SpawnPlayer: spawning player 1, col=1.

E1M1: The Docks

Author: Raven Software

NetCl\_UpdatePlayerInfo: pl=0 color=0 class=0

You've found a secret area!

Cl\_HandlePlayerInfo: console:0 name:SCOTT

Cl\_HandlePlayerInfo: console:1 name:JEFF

PSV\_SYNC: gameTime=68.480

Doomsday 1.9.0-beta5 Server (R7)

P\_SetMobjState: Can't set Remote state!

**Labels:** jHeretic Multiplayer

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## History

#1 - 2008-12-30 00:24 - danij

Fixed in SVN for 1.9.0-beta6