

Doomsday Engine - Bug #490

"Too many objects" errors using Final Doom wads.

2007-11-14 22:38 - airacobra

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|---|-------------------------------|
| Status: Closed | Start date: 2007-11-14 |
| Priority: High | % Done: 100% |
| Assignee: danij | |
| Category: | |
| Target version: 1.9.0-beta5 | |
| Description Hello! It seems that when playing through the Final Doom wads, the game will kick out with an error stating something along the lines of Too Many Objects. It occurs when saving after noted progress (not as soon as you enter the level) in the Final Doom wads. It also seems to occur randomly. I am using the 3D addon pack, and I will try to get further details and output... I just wanted to make a note before I moved on and forgot. I get these errors on both computers upon which I have v1.9.0-beta5 installed. Labels: Data | |

History

#1 - 2007-12-01 15:10 - danij

Logged In: YES
user_id=849456
Originator: NO

This problem has been fixed in svn for 1.9.0-beta6