

## Doomsday Engine - Bug #501

### External wad level loading problem ('setting up level...')

2008-01-01 18:51 - chromisx

<b>Status:</b> Closed	<b>Start date:</b> 2008-01-01
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b>	
Platform: Linux with nVidia graphics.	
Some levels in external wads have problems loading. I experienced this problem before, but now I'm having this problem again with "2002, A Doom Odyssey". You can find this WAD at <a href="http://www.doomwadstation.com/mega/2002ado.zip">http://www.doomwadstation.com/mega/2002ado.zip</a>	
When I start jDoom 1.9.0 beta5 with this WAD, and try to start E3M5 (either with 'setmap 3 5' or finishing E3M4) then 'Setting up level...' (the text in the progress bar) stays on forever. The music still plays though, so I guess the problem may be due to some level load issue that takes either very, very long (I tried 5 minutes) or it lasts endlessly. I have to kill jDoom via a remote ssh connection (or kill X11 with CTRL-ALT-backspace) to get back into X.	
<b>Labels:</b> Data	

#### History

##### #1 - 2008-01-04 20:19 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

This problem has been fixed in svn for 1.9.0-beta6