

Doomsday Engine - Bug #507

Win32 crash, shortly after saving game

2008-02-21 17:31 - vdub2000

Status: Closed	Start date: 2008-02-21
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description	
Shortly after saving my game, the program crashes, and it put this in an output log: ----- Final DOOM: The Plutonia Experiment ----- Game state parameters: SetupLevel: MAP08 VerifyMapData: BEHAVIOR for "MAP08" could not be found. Useable data will be generated automatically if needed. DetermineMapDataFormat: (V2 GL Node Data) (glBSP 2.20 2008-02-20 18:08:24.0260 0x483ef120) P_LoadMapData: MAP08 Loading Sidedef Texture IDs... Group lines Sector look up Build line and subsector tables R_InitLinks: Initializing P_CheckLevel: Checking MAP08 for errors... Level 8: Realm Author: Dario Casali and Milo Casali Picked up an armor bonus. game saved. Picked up an energy cell. Picked up a blue skull key. Picked up an energy cell. Picked up a box of rockets. Picked up a box of rockets. Picked up a box of rockets. Picked up an energy cell. Picked up an armor bonus. Picked up an armor bonus. game saved. Picked up a medikit. SV_ThingArchiveNum: Thing archive exhausted!	
Labels: Data	

History

#1 - 2008-02-21 17:34 - vdub2000

Logged In: YES
user_id=1882224
Originator: YES

After trying to re-load my save game, it crashed again with this error:

Final DOOM: The Plutonia Experiment

Game state parameters:
SetupLevel: MAP08

VerifyMapData: BEHAVIOR for "MAP08" could not be found.
Useable data will be generated automatically if needed.
DetermineMapDataFormat: (V2 GL Node Data)
(glBSP 2.20 | 2008-02-20 18:08:24.0260 | 0x483ef120)
P_LoadMapData: MAP08
Loading Sidedef Texture IDs...
Group lines
Sector look up
Build line and subsector tables
R_InitLinks: Initializing
P_CheckLevel: Checking MAP08 for errors...

Level 8: Realm
Author: Dario Casali and Milo Casali

Segmentation Violation

#2 - 2008-02-23 06:43 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=2017254
Originator: NO

Re: SV_ThingArchiveNum: Thing archive exhausted!

This sometimes happens to me too when I save. It did this in vanilla Doom II. I hit save, type in the name, and when I press return it crashes. If I try to load that savegame it also crashes. If I finish the level and go to the next one I can successfully save again.

At the beginning of a level I'll be able to successfully save for a while. Usually I'll be pretty far in a level before it starts crashing when I save but not always (i.e. iirc on Map20: Gotcha! it did it when I tried to save basically right after killing the Spider Mastermind and Cyberdemon, that's pretty much the start of that level). The bug seemed to crop up more on the later maps... but maybe that's just because I was saving more often.

#3 - 2008-02-23 06:51 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=2017254
Originator: NO

Is this the same bug as 1832104?

#4 - 2008-02-25 01:19 - danij

Logged In: YES
user_id=849456
Originator: NO

Indeed it is the same as #1832104. Closing as duplicate.