

Doomsday Engine - Bug #520

D'sparil teleport crash

2008-06-23 14:44 - vermil

|  |        |                    |            |
|--|--------|--------------------|------------|
| <b>Status:</b>   | Closed | <b>Start date:</b> | 2008-06-23 |
| <b>Priority:</b>   | Urgent | <b>% Done:</b>     | 100%       |
| <b>Assignee:</b>   | daniij |                    |            |
| <b>Category:</b>   |        |                    |            |
| <b>Target version:</b>   | 1.8.6  |                    |            |
| <b>Description</b>   |        |                    |            |
| If D'sparil teleports and then tries to teleport again before he has left the sector that contained the teleport spot he just teleported to, Dday will freeze with no error message. |        |                    |            |
| Tested in both 1.8.6 and 1.9 Beta5. Both have this bug.  |        |                    |            |
| <b>Labels:</b> jHeretic Gameplay   |        |                    |            |

History

#1 - 2008-06-26 04:52 - daniij

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

I presume this problem is in a PWAD which either has only one bossspot or all of them are arranged in such a way that there is a position on the map where D'sparil can be within 128 units from all of them at the same time? The logic in P\_DSparilTeleport will then put the game into an infinite loop and thus you won't get any error message.

To avoid the possibility of this I have implemented a forced break of this loop once all bosspots have been checked and found unsuitable.

Fixed in svn for 1.9.0-beta6