Doomsday Engine - Bug #527

ThingArchive error

2008-08-01 00:56 - jimflasch

Status:	Closed		**Start date:**	2008-08-01
Priority:	Normal		**% Done:**	100%
Assignee:				
Category:				
Target version:	1.9.0-beta5			

Description

In several Maximum Doom pwads i have tried to play with the v. 1.9.0 beta 5.1 version of jDoom, I have had the engine crash out when I try to save the game, giving a message saying "SV_THINGARCHIVENUM: ThingArchive exhuasted!" I play single-player with hi-res textures, models and effects. What is going on (example wad - degenrt2.wad, in the room with the two pillars that rise and fall, or the raised room that looks into the room with the pillars).

doomsday.out file attached

Labels: jDoom

History

#1 - 2008-08-01 00:56 - jimflasch

doomsday.out file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4a429471/347a/attachment/doomsday.out

#2 - 2008-08-24 22:51 - danij

Logged In: YES
user_id=849456
Originator: NO

This is a known issue and has already been reported. It has however already been fixed in svn for 1.9.0-beta6