Doomsday Engine - Bug #608

jHexen: DDVT Inconsistency (Fatal Error)

2009-02-20 15:19 - skyjake

Status:	Closed	**Start date:**	2009-02-20
Priority:	Urgent	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:			

Description

I'm getting the following output when I start a new game in jHexen and immediately do "warp 8". The map loads fine but then a fatal error occurs.

P_LoadMap: "MAP08"
convertMap: Attempting conversion of "MAP08".
WadMapConverter::Convert: Attempting map conversion...
WadMapConverter::Convert: Hexen map format.
Linedef #664 seems to be a One-Sided Window (back faces sector #374).
Linedef #665 seems to be a One-Sided Window (back faces sector #377).
Linedef #2139 seems to be a One-Sided Window (back faces sector #73).
Linedef #2140 seems to be a One-Sided Window (back faces sector #73).
HEdge list for leaf #0x211118e0 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21111970 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21111aa0 is not closed (2 gaps, 2 half-edges)
HEdge list for leaf #0x2110c800 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x20972d10 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x2110a060 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x2110a080 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x21122400 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21122420 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21121c00 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21121c70 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21121c90 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x2111fa90 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x2111fab0 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x2111efc0 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21137160 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21137180 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x21136970 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x21136990 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x2112e380 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x2112e070 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x2112e090 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x2112e1f0 is not closed (1 gaps, 1 half-edges)
HEdge list for leaf #0x2112e210 is not closed (1 gaps, 2 half-edges)
HEdge list for leaf #0x2112df20 is not closed (1 gaps, 2 half-edges)
BSP_Build: Built 1045 Nodes, 1046 Subsectors, 5053 Segs, 2431 Vertexes
Balance +0 (l14 - r14).
Build subsector tables...
Sector #63 is unclosed near (1737.1,314.5)
Sector #48 is unclosed near (2160.0,2216.0)
Sector #365 is unclosed near (744.0,-1056.0)
Build line tables...
convertMap: Successful.
R_InitLinks: Initializing
PO_InitForMap: Initializing polyobjects.
Load ACS scripts
convertMap: Successful.
R_InitLinks: Initializing
PO_InitForMap: Initializing polyobjects.
Load ACS scripts

ERROR
GetValue: DDVT_PTR incompatible with value type DDVT_FLOAT.

Labels: jHexen

History

#1 - 2009-02-20 15:21 - skyjake

Oh yeah, the second set of

convertMap: Successful.
R_InitLinks: Initializing
PO_InitForMap: Initializing polyobjects.
Load ACS scripts

is from the error output, so it's not actually running those twice.

#2 - 2009-02-21 11:15 - danij

Fixed as of svn #6388