

Doomsday Engine - Bug #680

heretic load savestate crash

2009-05-03 19:27 - reaperxtc

| | |
|---|-------------------------------|
| Status: Closed | Start date: 2009-05-03 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: | |
| Description | |
| Using a savestate from 1.9.0-beta5.x crashes 1.9.0-beta6 in heretic. | |
| Z_Create: New 32.0 MB memory volume. Con_Init: Initializing the console. Executable: Version 1.9.0-beta6.1 Mar 31 2009 (DGL). Sys_InitWindowManager: Using Win32 window management. Z_Create: New 32.0 MB memory volume. createContext: OpenGL. OpenGL information: Vendor: NVIDIA Corporation Renderer: GeForce 8600M GT/PCI/SSE2 Version: 3.0.0 GLU Version: 1.2.2.0 Microsoft Corporation Available Texture units: 4 Maximum Texture Size: 8192 Maximum Anisotropy: 16 Num Texture Formats: 3 Line Width Granularity: 0.1 Line Width Range: 0.5...10.0 Extensions: GL_ARB_color_buffer_float GL_ARB_depth_texture GL_ARB_draw_buffers GL_ARB_draw_instanced GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_framebuffer_object GL_ARB_geometry_shader4 GL_ARB_imaging GL_ARB_map_buffer_range GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_shadow GL_ARB_shader_objects GL_ARB_shading_language_100 GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object GL_ARB_texture_compression GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_texture_env_combine GL_ARB_texture_env_dot3 GL_ARB_texture_float GL_ARB_texture_mirrored_repeat GL_ARB_texture_non_power_of_tw GL_ARB_texture_rectangle GL_ARB_texture_rg GL_ARB_transpose_matrix GL_ARB_vertex_array_object GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader GL_ARB_window_pos GL_ATI_draw_buffers GL_ATI_texture_float GL_ATI_texture_mirror_once GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_equation_separate GL_EXT_blend_func_separate GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_compiled_vertex_array GL_EXT_Cg_shader GL_EXT_bindable_uniform GL_EXT_depth_bounds_test GL_EXT_direct_state_access GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample GL_EXT_framebuffer_object | |

GL_EXTX_framebuffer_mixed_form GL_EXT_framebuffer_sRGB
 GL_EXT_geometry_shader4 GL_EXT_gpu_program_parameters
 GL_EXT_gpu_shader4 GL_EXT_multi_draw_arrays
 GL_EXT_packed_depth_stencil GL_EXT_packed_float
 GL_EXT_packed_pixels GL_EXT_pixel_buffer_object
 GL_EXT_point_parameters GL_EXT_rescale_normal
 GL_EXT_secondary_color GL_EXT_separate_specular_color
 GL_EXT_shadow_funcs GL_EXT_stencil_two_side
 GL_EXT_stencil_wrap GL_EXT_texture3D
 GL_EXT_texture_array GL_EXT_texture_buffer_object
 GL_EXT_texture_compression_lat GL_EXT_texture_compression_rgt
 GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map
 GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine
 GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotro
 GL_EXT_texture_integer GL_EXT_texture_lod
 GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp
 GL_EXT_texture_object GL_EXT_texture_sRGB
 GL_EXT_texture_swizzle GL_EXT_texture_shared_exponent
 GL_EXT_timer_query GL_EXT_vertex_array
 GL_EXT_vertex_array_bgra GL_IBM_rasterpos_clip
 GL_IBM_texture_mirrored_repeat GL_KTX_buffer_region
 GL_NV_blend_square GL_NV_copy_depth_to_color
 GL_NV_depth_buffer_float GL_NV_conditional_render
 GL_NV_depth_clamp GL_NV_explicit_multisample
 GL_NV_fence GL_NV_float_buffer
 GL_NV_fog_distance GL_NV_fragment_program
 GL_NV_fragment_program_option GL_NV_fragment_program2
 GL_NV_framebuffer_multisample GL_NV_geometry_shader4
 GL_NV_gpu_program4 GL_NV_half_float
 GL_NV_light_max_exponent GL_NV_multisample_coverage
 GL_NV_multisample_filter_hint GL_NV_occlusion_query
 GL_NV_packed_depth_stencil GL_NV_parameter_buffer_object
 GL_NV_pixel_data_range GL_NV_point_sprite
 GL_NV_primitive_restart GL_NV_register_combiners
 GL_NV_register_combiners2 GL_NV_texgen_reflection
 GL_NV_texture_compression_vtc GL_NV_texture_env_combine4
 GL_NV_texture_expand_normal GL_NV_texture_rectangle
 GL_NV_texture_shader GL_NV_texture_shader2
 GL_NV_texture_shader3 GL_NV_transform_feedback
 GL_NV_vertex_array_range GL_NV_vertex_array_range2
 GL_NV_vertex_program GL_NV_vertex_program1_1
 GL_NV_vertex_program2 GL_NV_vertex_program2_option
 GL_NV_vertex_program3 GL_NVX_conditional_render
 GL_SGIS_generate_mipmap GL_SGIS_texture_lod
 GL_SGIX_depth_texture GL_SGIX_shadow
 GL_SUN_slice_accum GL_WIN_swap_hint
 WGL_EXT_swap_control

Extensions (WGL):

WGL_ARB_buffer_region WGL_ARB_extensions_string
 WGL_ARB_make_current_read WGL_ARB_multisample
 WGL_ARB_pbuffer WGL_ARB_pixel_format
 WGL_ARB_pixel_format_float WGL_ARB_render_texture
 WGL_ATI_pixel_format_float WGL_ARB_create_context
 WGL_EXT_extensions_string WGL_EXT_framebuffer_sRGB
 WGL_EXT_pixel_format_packed_fl WGL_EXT_swap_control
 WGL_NV_float_buffer WGL_NV_multisample_coverage
 WGL_NV_render_depth_texture WGL_NV_render_texture_rectangl

DGL Configuration:

NPOT Textures: Disabled
 Texture Compression: Enabled
 Variable Texture Anisotropy: Enabled
 Utilized Texture Units: 2
 Multisampling: Enabled (32)
 createContext: OpenGL.
 GL_Init: Initializing Doomsday Graphics Library.
 Multitexturing enabled (full).
 Sys_Init: Setting up machine state.

Sys_Init: Initializing keyboard, mouse and joystick.
Sys_InitTimer.
Sys_InitMixer: SigmaTel Audio
Driver: DirectSound
DS_Init(DirectSound): EAX couldn't be initialized. [Result = 0x80004005]
DSP: None
Sfx_Init: Initializing...
Sfx_InitChannels: 16 channels.
S_Init: OK.
Parsing configuration files.
W_Init: Init WADfiles.
W_AddFile: data\doomsday.pk3
W_AddFile: data\jheretic\jheretic.pk3
W_AddFile: defs\jheretic\HERETIC.WAD
IWAD identification: 00ea102d
W_AddFile: data\jheretic\auto\basedata\e2endpcx.lmp
W_AddFile: data\jheretic\auto\basedata\fonta59.lmp
W_AddFile: data\jheretic\auto\basedata\fonta60.lmp
W_AddFile: data\jheretic\auto\basedata\fonta61.lmp
W_AddFile: data\jheretic\auto\basedata\fonta62.lmp
W_AddFile: data\jheretic\auto\basedata\fonta63.lmp
W_AddFile: data\jheretic\auto\basedata\fontb59.lmp
W_AddFile: data\jheretic\auto\basedata\fontb60.lmp
W_AddFile: data\jheretic\auto\basedata\fontb61.lmp
W_AddFile: data\jheretic\auto\basedata\fontb62.lmp
W_AddFile: data\jheretic\auto\basedata\fontb63.lmp
W_AddFile: data\jheretic\auto\basedata\mapmask.lmp
W_AddFile: data\jheretic\auto\basedata\menufog.lmp
W_AddFile: data\jheretic\auto\basedata\pal18to8.lmp
Reading definition file: defs\doomsday.ded
Reading definition file: defs\jheretic\jheretic.ded
Definitions:
128 sprite names
1222 states
161 things
12 lights
142 sound effects
22 songs
162 text strings
1 particle generators
2 animation groups
4 surface decorations
8 surface materials
49 map infos
3 skies
6 finales
B_Init: Init bindings.
Binding 2 created.
Binding 4 created.
Binding 6 created.
Binding 8 created.
Binding 9 created.
Binding 10 created.
Binding 11 created.
Binding 13 created.
Binding 14 created.
Binding 15 created.
Binding 16 created.
Binding 18 created.
Binding 19 created.
Binding 20 created.
Binding 21 created.
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Binding 131 created.
Binding 132 created.
Binding 133 created.
Binding 134 created.
Binding 135 created.
Binding 136 created.
Binding 137 created.
Binding 138 created.
Binding 139 created.
Clearing binding context "deui"..
Clearing binding context "console"..
Clearing binding context "message"..
Clearing binding context "chat"..
Clearing binding context "shortcut"..
Clearing binding context "gameui"..
Clearing binding context "menu"..
Clearing binding context "map-freepan"..
Clearing binding context "map"..
Clearing binding context "game"..
Binding 1 created.
Binding 2 created.
Binding 3 created.
Binding 4 created.
Binding 5 created.
Binding 6 created.
Binding 7 created.
Binding 8 created.
Binding 9 created.
Binding 10 created.
Binding 11 created.
Binding 12 created.
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Binding 17 created.
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Binding 133 created.
Binding 134 created.
Binding 135 created.
Binding 137 created.
Binding 138 created.
Binding 139 created.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
R_InitModels: Done in 0.00 seconds.
Net_InitGame: Initializing game data.
R_InitRefresh: Loading data for referesh.
P_Init: Init Playloop state.
P_InitPicAnims: Registering default animations...
P_InitTerrainTypes: Material 'FLTWAWA1' linked to terrain type 'Water'.
P_InitTerrainTypes: Material 'FLTFLWW1' linked to terrain type 'Water'.
P_InitTerrainTypes: Material 'FLTLAVA1' linked to terrain type 'Lava'.
P_InitTerrainTypes: Material 'FLATHUH1' linked to terrain type 'Lava'.
P_InitTerrainTypes: Material 'FLTSLUD1' linked to terrain type 'Sludge'.
Hu_LoadData: Setting up heads up display.
ST_Init: Init status bar.
Hu_MenuInit: Init miscellaneous info.
AM_Init: Init automap.

Heretic: Shadow of the Serpent Riders Startup

P_LoadMap: "E1M1"
convertMap: Attempting conversion of "E1M1".
WadMapConverter::Convert: Attempting map conversion...

WadMapConverter::Convert: DOOM map format.
BSP_Build: Built 384 Nodes, 385 Subsectors, 1876 Segs, 908 Vertexes
Balance +1 (l13 - r12).
Build subsector tables...
Build line tables...
convertMap: Successful.
R_InitLinks: Initializing
P_SpawnPlayer: spawning player 0, col=0.
P_SpawnPlayer: spawning player 0, col=0.

E1M1: The Docks
Author: Raven Software

P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "ÿÿÿÿÿÿÿ" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
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P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
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P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: "" in namespace 1 not found!
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P_MaterialNumForName: "" in namespace 1 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!
P_MaterialNumForName: " éU" in namespace 0 not found!

#2 - 2009-05-03 19:53 - danij

Please attach the save game file in question to this tracker item so that we can debug the problem.

#3 - 2009-05-04 14:43 - reaperxtc

I beleive I have attached the savestates, if not please tellme where I can find them.

#4 - 2009-05-04 15:28 - danij

Under Windows, the jHeretic save game data is written to *.hsg files and stored here (by default):

XP- C:\Program Files\Doomsday\snowberry\runtime\savegame\heretic

Vista- C:\Users\<username>\Documents\Doomsday Frontend\runtime\heretic

#5 - 2009-05-04 17:40 - reaperxtc

heretic savestate

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/2c7677e1/0c89/attachment/heretic-ext.zip

#6 - 2009-05-04 17:40 - reaperxtc

ok i have attached the savestate.