

Doomsday Engine - Bug #720

HEXEN 32BIT Savegames not stored in linux

2009-06-17 07:19 - cteg

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|---|-------------------------------|
| Status: Closed | Start date: 2009-06-17 |
| Priority: High | % Done: 100% |
| Assignee: skyjake | |
| Category: | |
| Target version: 1.9.0-beta6 | |
| Description seems like the game is "doing" something but no savegames are stored. and the offset of the selector arrow is wrong. | |
| Labels: Data | |

History

#1 - 2009-06-17 12:14 - daniij

This problem is looking likely to be limited to 64bit builds (not currently supported). In order to progress with this we need to first determine whether 32bit *nix builds are working OK.

#2 - 2009-06-18 06:42 - cteg

dont know who and why someone changed the "hexen" tag to "64bit"?
its 32bit.

#3 - 2009-06-18 08:45 - cteg

did'nt read your first comment.
This is definitely a 32bit build, with the
described problem.

#4 - 2009-06-28 09:16 - skyjake

It was a matter of file name lowercase/uppercase mixup. They were written in lower case, but read with a capital first letter.

Fixed for 1.9.0-beta6.4.