

Doomsday Engine - Bug #722

Map crash when you reload after death

2009-06-23 15:47 - vermil

Status: Closed	Start date: 2009-06-23
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

As requested by DaniJ. This map seems to crash Beta6.3 if you die and try to reload.

The map is too big to post as an attachment here. So I'll link to the release thread.

<http://www.doomworld.com/vb/wads-mods/46762-newbie-map/>

Labels: Gameplay

History

#1 - 2009-06-23 20:27 - vermil

I've attached a verbose out file showing where it crashes. It always crashes at this point during reloading if you die and attempt to restart.

Saving a game on the map and reloading said save game doesn't seem to cause a crash, just restarting the map when you die.

#2 - 2009-06-23 20:29 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/b4a5a769/40d8/attachment/doomsday.out

#3 - 2009-06-23 21:02 - danij

This problem has since been fixed in the beta6 branch and will be included in the next release.