Doomsday Engine - Bug #737

Dehacked Files Crash Doomsday

2009-07-31 17:36 - sonicdoommario

Status:	Closed	**Start date:**	2009-07-31
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta6		

Description

Although the Dehacked files were fixed in beta 6.4, loading a Dehacked file now seems to crash Doomsday. I loaded AV.DEH, and it caused Doomsday to crash.

Z_Create: New 32.0 MB memory volume.
Con_Init: Initializing the console.
Executable: Version 1.9.0-beta6.5 Jul 31 2009 (DGL).
Sys_InitWindowManager: Using Win32 window management.
Z_Create: New 32.0 MB memory volume.
createContext: OpenGL.
OpenGL information:
Vendor: ATI Technologies Inc.
Renderer: RADEON X700 Series
Version: 2.1.8543 Release
GLU Version: 1.2.2.0 Microsoft Corporation
Available Texture units: 8
Maximum Texture Size: 2048
Maximum Anisotropy: 16
Num Texture Formats: 0
Line Width Granularity: 0.2
Line Width Range: 1.0...63.0
Extensions:
GL_AMD_performance_monitor GL_ARB_depth_texture
GL_ARB_draw_buffers GL_ARB_fragment_program
GL_ARB_fragment_program_shadow GL_ARB_fragment_shader
GL_ARB_framebuffer_object GL_ARB_half_float_pixel
GL_ARB_half_float_vertex 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_shader_objects GL_ARB_shading_language_100
GL_ARB_shadow GL_ARB_shadow_ambient
GL_ARB_texture_border_clamp GL_ARB_texture_compression
GL_ARB_texture_cube_map GL_ARB_texture_env_add
GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar
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_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_envmap_bumpmap GL_ATI_fragment_shader
GL_ATI_meminfo GL_ATI_separate_stencil
GL_ATI_texture_compression_3dc GL_ATI_texture_env_combine3
GL_ATI_texture_float 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_copy_texture
GL_EXT_draw_range_elements GL_EXT_fog_coord
GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample
GL_EXT_framebuffer_object GL_EXT_gpu_program_parameters
GL_EXT_multi_draw_arrays GL_EXT_packed_depth_stencil

GL_EXT_packed_pixels GL_EXT_point_parameters
GL_EXT_rescale_normal GL_EXT_secondary_color
GL_EXT_separate_specular_color GL_EXT_shadow_funcs
GL_EXT_stencil_wrap GL_EXT_subtexture
GL_EXT_texgen_reflection GL_EXT_texture3D
GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_add
GL_EXT_texture_env_combine GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotro GL_EXT_texture_lod_bias
GL_EXT_texture_mirror_clamp GL_EXT_texture_object
GL_EXT_texture_rectangle GL_EXT_texture_sRGB
GL_EXT_texture_swizzle GL_EXT_vertex_array
GL_KTX_buffer_region GL_NV_blend_square
GL_NV_texgen_reflection GL_SGIS_generate_mipmap
GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod
GL_WIN_swap_hint WGL_EXT_swap_control
Extensions (WGL):
WGL_ARB_extensions_string WGL_ARB_pixel_format
WGL_ATI_pixel_format_float WGL_ARB_pixel_format_float
WGL_ARB_multisample WGL_EXT_swap_control
WGL_ARB_pbuffer WGL_ARB_render_texture
WGL_ARB_make_current_read WGL_EXT_extensions_string
WGL_ARB_buffer_region WGL_EXT_framebuffer_sRGB
WGL_ATI_render_texture_rectang WGL_EXT_pixel_format_packed_fl
WGL_I3D_genlock WGL_NV_swap_group
WGL_ARB_create_context WGL_AMDX_gpu_association
DGL Configuration:
NPOT Textures: Disabled
Texture Compression: Disabled
Variable Texture Anisotropy: Enabled
Utilized Texture Units: 2
Multisampling: Enabled (20)
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: C-Media Rear Panel Audio
Driver: SDLMixer
Sfx_Init: Initializing...
Sfx_InitChannels: 16 channels.
S_Init: OK.
Parsing configuration files.
W_Init: Init WADfiles.
W_AddFile: C:\Program Files\Doomsday\data\doomsday.pk3
W_AddFile: C:\Program Files\Doomsday\data\jdoom\jdoom.pk3
W_AddFile: C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\DOOM2.WAD
IWAD identification: 00f36acb
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb032.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb033.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb034.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb035.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb036.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb037.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb038.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb039.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb040.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb041.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb042.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb043.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb044.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb045.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb046.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb047.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb048.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb049.lmp

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W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb050.lmp
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W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb088.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb089.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\fontb090.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\m_therm2.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\mapmask.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\menufog.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\pal18to8.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\sndcurve.lmp
W_AddFile: C:\Program Files\Doomsday\data\jdoom\auto\.basedata\stcfn032.lmp
W_AddFile: ERROR: C:\Program Files\Doomsday not found!
W_AddFile: ERROR: C:\Program Files\Doomsday\snowberry\runtime not found!
W_AddFile: C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\AV.DEH
W_AddFile: C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\AV.WAD
W_AddFile: ERROR: 16 not found!
W_AddFile: ERROR: 1280 not found!
W_AddFile: ERROR: 1024 not found!
W_AddFile: ERROR: jDoom.dll not found!
W_AddFile: ERROR: 32 not found!
W_AddFile: ERROR: C:\Program Files\Doomsday not found!
W_AddFile: ERROR: C:\Program Files\Doomsday\snowberry\runtime not found!
W_AddFile: ERROR: 16 not found!
W_AddFile: ERROR: 1280 not found!
W_AddFile: ERROR: 1024 not found!
W_AddFile: ERROR: jDoom.dll not found!
W_AddFile: ERROR: 32 not found!
Reading definition file: C:\Program Files\Doomsday\defs\doomsday.ded
Reading definition file: C:\Program Files\Doomsday\defs\jdoom\jdoom.ded
Reading definition file: C:\Program Files\Doomsday
Reading definition file: C:\Program Files\Doomsday\snowberry\runtime
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Reading definition file: C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\AV.DEH
Def_ReadDEDFile: Error in C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\AV.DEH: Line 253: Unexpected end of file.

Labels: Data

History

#1 - 2009-07-31 20:26 - danij

Looks to me like Doomsday is trying to load AV.DEH as a DED file. Please ensure you are loading it using the -deh command and not -def.

#2 - 2009-07-31 20:28 - skyjake

Definitely something wrong the arguments, look at all the stuff it tries to load with W_AddFile.

Would be nice to see Snowberry's response file that it uses to launch Doomsday (the "options.rsp" file).

#3 - 2009-07-31 20:39 - danij

Good point. It could be a new issue in Snowberry as a result of updating to Python 2.6

#4 - 2009-07-31 21:23 - sonicdoommario

Here is the options.rsp file:

-basedir "C:\Program Files\Doomsday" -userdir "C:\Program Files\Doomsday\snowberry\runtime" -file "C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\timmy.wad" -sfxchan 16 -texcomp -wh 1280 1024 -game jDoom.dll -iwad "C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\DOOM2.WAD" -bpp 32

#5 - 2009-08-01 10:27 - danij

I have just tried the repackaged 1.9.0-beta6.5 windows released this morning, loading av.zip (Alien Vendetta) and everything seems to be working fine for me, the DEH patch is being applied correctly.

#6 - 2009-08-01 10:42 - danij

Its looking to me like something is going wrong with the -file command line option.

#7 - 2009-08-01 16:27 - sonicdoommario

Even after uninstalling and then reinstalling the repackaged Doomsday, I still get the crashes.

I also tried deleting options.rsp and then re-launching, but it still caused Doomsday to crash.

-basedir "C:\Program Files\Doomsday" -userdir "C:\Program Files\Doomsday\snowberry\runtime" -file "C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\AV.WAD" -deh "C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\AV.DEH" -sfxchan 16 -texcomp -wh 1280 1024 -game jDoom.dll -iwad "C:\Documents and Settings\Administrator\My Documents\Timmy's Files and Documents\Doom\DOOM2.WAD" -bpp 32

#8 - 2009-08-01 17:01 - danij

Although the DEH patch is being applied correctly on my system and I do not get a crash I can confirm similar behavior to that reported here. It seems to be a problem in Doomsday.

Once I get myself oriented to the Git working environment I will look into this issue.

#9 - 2009-08-24 16:33 - skyjake

This may be now resolved as the issue with -file/-def options (evident in the startup messages above) has been fixed for Beta 6.6.

#10 - 2009-09-03 17:52 - danij

I'm going to assume that this problem is now resolved as the submitter has since shown that they can play this mod in 1.9.0-beta6.6