

## Doomsday Engine - Bug #782

### [Hexen] Saved games: Segment [107] failed alignment check

2009-09-19 22:09 - roffalcopter

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-19
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.7 Unstable	

**Description**

I just recently reinstalled doomsday engine to add jDoom which I didn't have installed, I had a save game on the Wastelands on Hexen and other just a little bit before. Now I can load them and play them, but as soon as I try to return to Shadow Wood (no matter from which level), I get this error:  
convertMap: Successful.  
R\_InitLinks: Initializing  
PO\_InitForMap: Initializing polyobjects.  
Load ACS scripts

Corrupt save game: Segment [107] failed alignment check

Not sure if the reinstall had anything to do with it, but it's there...

**Labels:** jHexen

#### History

##### #1 - 2009-09-20 14:46 - arclore

I've done some experimentation and I think I've isolated the source. Off the ruins area, near the portal to Caves of Circe, there's a room that undergoes a "heave" - some sector floors surge up, some fall away and some sector ceilings lower. In the far corner is a switch that partially restores the floor, making it less dangerous.

A save immediately before activating the switch loads, but a save immediately after shows the "corrupt save game: segment [107]" error. Fortunately, AFAIK it is not absolutely essential to push this switch to proceed.

##### #2 - 2010-01-14 23:21 - vermil

If one saves a game while a script is moving sectors (another example is the moving ice around the steel key in the Guardian of Ice), it will produce a corrupted save game that will crash the latest Dday 1.9 betas with this error message..

##### #3 - 2010-01-16 21:06 - daniij

"Varius" has reported in forum about a similar problem except that the segment alignment check is stating that 111 failed. See here: <http://dengine.net/forums/viewtopic.php?f=7&t=312&p=1932#p1932>

Clearly there is something fundamentally amiss in the Hexen save code. Is it worth fixing now though, given that the save system will be replaced entirely for beta7?

##### #4 - 2010-02-11 22:39 - skyjake

Better late than never...