Doomsday Engine - Bug #816

Hexen Not loading Map

2009-11-14 17:45 - celtixia

Status:	Closed	**Start date:**	2009-11-14
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta2		

Description

Hello!
Same as bug #2855572, but that closed. This version is beta 1.9.0-beta6.7. (the last one in the Sourceforge).
(I tried a year ago, worked, but minor bug in game: priest green flask no effect ID: 2212502). Now i downloaded last version and compiled (cmake so new: 2.8.0 from source). Delete files:
/usr/local/bin/doomsday
/usr/local/lib/libdpredhead.so , wadmapconverter.so, jhexen,so, jdoom.so and jheetic.so
/usr/local/share/deng/*
~/.deng/*

I use a small script, which execute the binary :
1) /usr/local/bin/doomsday -game jdoom -file ~/wads/doom.wad -userdir ~/doomsday/jdoom1
.
.
.
7) /usr/local/bin/doomsday -game jhexen -file ~/wads/hexen11.wad -userdir ~/doomsday/jhex11

Doom1, Doom2, UDoom, Plutonium, TNT, HERETIC work fine. But Hexen doesn't (I try 3 version):

~~rw-r-r-~~ 1 celtic celtic 20128392 1996 dec 24 hexen11.wad
~~rw-r-r-~~ 1 celtic celtic 20083672 1996 márc 13 hexen22.wad
~~rw-r-r-~~ 1 celtic celtic 20083672 1996 márc 13 hexen33.wad

I'll upload the doomsday.out files

Labels: jHexen

History

#1 - 2009-11-14 16:00 - celtixia

Hexen11 out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/91121578/ad16/attachment/jhex11.out

#2 - 2009-11-14 17:45 - celtixia

20M wad file out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/91121578/9bf4/attachment/jhex22.out

#3 - 2009-11-14 17:46 - danij

You do not appear to be loading an IWAD. You must specify the path to hexen.wad using the -iwad command line option e.g:

-iwad "/usr/local/hexen.wad"

What are hexen22.wad and hexen11.wad are they user created maps?

#4 - 2009-11-14 18:26 - celtixia

Thank you, but doesn't work :(
I use:

/usr/local/bin/doomsday -game jhexen -iwad ~/wads/hexen22.wad -userdir ~/doomsday/jhex22 AND

```
/usr/local/bin/doomsday -game jhexen  -file ~/wads/hexen22.wad -iwad ~/wads/hexen22.wad  -userdir ~/doomsday/jhex22
but nothing :(
```

No, hexen22 and hexen33 (and 11) not user created:
hexen11 shareware version
hexen22 commercial version
hexen33 Deathknights of Dark Citadel version

I try all of the three version before i wrote bugreport. (and download all of the versions from the net, maybe each works..but not.)

I upload new doomsday.out file?

#5 - 2009-11-14 21:53 - danij

According to your doomsday.out file, these "hexen11.wad", "hexen22.wad" and "hexen33.wad" files are not complete valid IWADs. The official IWADs are named hexen.wad and hexdd.wad for Hexen and Hexen Deathkings respectively.

#6 - 2009-11-14 22:36 - celtixia

Okay, I renamed these files. Nothing :(
In dosbox these files work (but very ugly in dosbox :) and cca. a year ago work so in dommsday engine.

#7 - 2009-11-15 17:13 - danij

Can you try a debug build and see if the crash problem disappears:

cmake -DCMAKE_BUILD_TYPE=Debug ../

I currently suspect your problem is due to a compilation issue with gcc when using -O3

#8 - 2009-11-16 10:00 - celtixia

Hello!
I made a build with "cmake -DCMAKE_BUILD_TYPE=Debug ../" . Problem is yet. What files i upload?

My gcc:
doomsday/mybuild# gcc -v

Using built-in specs.
Target: i486-linux-gnu
Configured with: ../src/configure -v --with-pkgversion='Debian 4.3.4-6' --with-bugurl=file:///usr/share/doc/gcc-4.3/README.Bugs --enable-languages=c,c++,fortran,objc,obj-c++ --prefix=/usr --enable-shared --enable-multiarch --enable-linker-build-id --with-system-zlib --libexecdir=/usr/lib --without-included-gettext --enable-threads=posix --enable-nls --with-gxx-include-dir=/usr/include/c++/4.3 --program-suffix=-4.3 --enable-clocale=gnu --enable-libstdcxx-debug --enable-objc-gc --enable-mpfr --enable-targets=all --with-tune=generic --enable-checking=release --build=i486-linux-gnu --host=i486-linux-gnu --target=i486-linux-gnu
Thread model: posix
gcc version 4.3.4 (Debian 4.3.4-6)

#9 - 2009-11-17 07:10 - danij

Try going back through previous Doomsday versions to see if you can determine at which version the problem began.

#10 - 2009-11-17 07:17 - celtixia

Okay, thanks. When I have more time (probably on weekend) i'll try.

#11 - 2009-11-17 08:05 - celtixia

Hello!
I apologize, but now this program is works...but i don't know, why?

I downloaded many version:
deng-1.9.0-beta5
deng-1.9.0-beta5.1
deng-1.9.0-beta6.0
deng-1.9.0-beta6.1
deng-1.9.0-beta6.2
deng-1.9.0-beta6.3
deng-1.9.0-beta6.4
deng-1.9.0-beta6.5
deng-1.9.0-beta6.6
deng-1.9.0-beta6.7

and compiled one by one:

```
while read
do echo $REPLY
mkdir $REPLY/doomsday/mybuild
cd  $REPLY/doomsday/mybuild
cmake .. > cmake.log 2>&1
make > make.log 2>&1
cd ../../..
done < lista
```

After this step (deng-1.9.0-beta5.1 is now compiled) i install:
rm /usr/local/bin/doomsday
rm /usr/local/share/deng/*
rm /usr/local/lib/ (five files, if compiled today :)
cd deng-1.9.0-beta5/doomsday/mybuild
make install
and run:
/usr/local/bin/doomsday -game jhexen -file ~/wads/hexen.wad -iwad ~/wads/hexen.wad -userdir ~/doomsday/jhex11
Good, it's working (but worked a year ago)
next, next, every works. And after 1.9.0.6.2 i'm brave : i install again 1.9.0-beta6.7 and works :)
I'm very happy now but I don't understand :)

(Between two version install i removed the lib, share and bin files !)

#12 - 2009-11-20 19:51 - danij

Glad to hear you fixed the problem, even if you don't know how :)