

## Doomsday Engine - Bug #850

### Crash when loading saved game

2010-01-11 00:45 - arclore

<b>Status:</b> Closed	<b>Start date:</b> 2010-01-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

Loading this saved game throws three "Multiple polyobjs in a single subsector" warnings, then crashes the engine with a Segment violation, just after the BGM starts playing.

Not entirely certain if this is the right file...

**Labels:** jHexen

### History

#### #1 - 2010-01-11 00:45 - arclore

jhexen log file

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/d0c28170/32c9/attachment/doomsday.out](http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/32c9/attachment/doomsday.out)

#### #2 - 2010-01-11 00:54 - arclore

see bug 2932428

#### #3 - 2010-01-14 23:43 - danij

Re-opening as it has not been confirmed that this is the same issue as #2929541

#### #4 - 2010-01-15 09:22 - danij

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/d0c28170/c5d6/attachment/hex008.hxs](http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/c5d6/attachment/hex008.hxs)

#### #5 - 2010-01-15 09:25 - danij

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/d0c28170/223f/attachment/hex010.hxs](http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/223f/attachment/hex010.hxs)

#### #6 - 2010-01-15 09:25 - danij

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/d0c28170/2d83/attachment/hex013.hxs](http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/2d83/attachment/hex013.hxs)

#### #7 - 2010-01-15 09:25 - danij

Fixed for 1.9.0-beta6.9

#### #8 - 2010-04-22 20:26 - arclore

hexen save file (i think)

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/d0c28170/003e/attachment/hex0.hxs](http://sourceforge.net/p/deng/bugs/_discuss/thread/d0c28170/003e/attachment/hex0.hxs)