

Doomsday Engine - Bug #854

[multiple games] crash if loading game from title screen

2010-01-14 23:37 - arclore

Status: Closed	Start date: 2010-01-14
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description I've observed this error in both jDoom and jHexen. Some saved games crash the program when loaded. In both games, the problem can be avoided by starting a new game and then loading, rather than loading from the title screen. Labels: Data	

History

#1 - 2010-01-14 13:12 - arclore

Hexen save file slot0

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/02060bd7/09cf/attachment/hex0.hxs

#2 - 2010-01-14 23:38 - arclore

Hexen save file slot0 - map08

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/02060bd7/fc9a/attachment/hex008.hxs

#3 - 2010-01-14 23:39 - arclore

Hexen save file slot0 - map10

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/02060bd7/7d77/attachment/hex010.hxs

#4 - 2010-01-14 23:39 - arclore

Hexen save file slot0 - map13

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/02060bd7/15b9/attachment/hex013.hxs

#5 - 2010-01-14 23:40 - arclore

doomsday log file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/02060bd7/648f/attachment/doomsday.out