

Doomsday Engine - Bug #855

[Hexen] P_UnarchiveThinkers: Unknown tClass 107

2010-01-16 01:27 - arclore

Status: Closed	Start date: 2010-01-16
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description Crash on loading game.	
Labels: jHexen	

History

#1 - 2010-01-14 23:41 - arclore

doomsday log file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/58a8606d/82f1/attachment/doomsday.out

#2 - 2010-01-16 01:27 - arclore

hexen save game

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/58a8606d/9ef6/attachment/hex6.hxs

#3 - 2010-01-16 01:32 - arclore

I don't understand Hexen's save slots. There are six slots that appear on the load menu, yet eight numbered saves, (0-7) with I suppose additional saves for each map of a hub. But for me, this is from loading the fifth slot.

#4 - 2010-01-16 01:38 - skyjake

(originally posted by anonymous SF.net user)

I found this bug too in hexen's Map 9 (9): CAVES OF CIRCE in engine 6.9. Game was linux version running on Xubuntu 10.04

Saved games from map 9 works fine until I discovered about half of map. Then I was unable to load last saved game.

doomsday.out: <http://pastebin.com/DPJFkWTj>

savegame slot:

<http://docs.google.com/leaf?id=0Bzm844BjCRaGZmE5NmE1NzctNmVmOS00ZjRmLTNmZmQtZjhjYjM4YTRjYmM0&sort=name&layout=list&num=50>

I was unable to attach save game files to this bug so I added them to google doc's. In hex6.zip there is global file for whole hub and there are files for maps 13 and 09.