Doomsday Engine - Bug #904

FreeDOOM 0.6.4 IWADs fail loading (anim cycle)

2010-05-05 10:24 - ligh1l

Status:	Closed	**Start date:**	2010-05-05
Priority:	Low	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.10		

Description

I tried loading the FreeDOOM 0.6.4 IWADs (both Ultimate and DOOM2) with the Doomsday Engine 1.9.0-b6 (jDoom), but both failed with the same error message:

...
P_Init: Init Playloop state.
P_InitPicAnims: Registering default animations...
P_InitPicAnims: bad cycle from FIRELAV2 to FIRELAVA

Might be primarily a task for the FreeDOOM developers, but well possible that you could imagine a reason, and suggest them a fix or add a workaround...

https://savannah.nongnu.org/support/index.php?107356

Labels: Doom

History

#1 - 2010-05-05 10:24 - danij

FreeDOOM is not currently supported as it relies upon BOOM features which are currently unavailable. This will be addressed at some point before the 2.0 release of Doomsday.

The issue reported here though is unrelated and will be investigated.

#2 - 2010-05-05 10:56 - danij

- **labels**: jDoom --> Doom

#3 - 2011-09-19 11:08 - ligh1l

Doomsday\snowberry\runtime\doomsday.out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0abbe89e/7682/attachment/doomsday.out

#4 - 2012-08-27 20:28 - skyjake

Is the "bad cycle" error fixed/obsolete now (1.11)? At least I successfully played a few levels using the current FreeDOOM 0.8.

#5 - 2013-07-17 05:12 - ligh1l

Obsolete; Ultimate and Complete FreeDOOM v0.8b1 both load in DoomsDay 1.10.

#6 - 2013-07-17 08:02 - skyjake

- **status**: open --> closed
- **Milestone**: v1.9.0-beta6 --> v1.10