

## Doomsday Engine - Bug #929

### 0 byte THINGS lump results in map conversion failure

2010-08-12 17:37 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2010-08-12
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> A 0 byte Things (i.e. completely empty) lump in a Doom format map causes Dday to fail in map conversion and close printing an error message stating the map format as unknown:  Game state parameters: P_LoadMap: "MAP01" convertMap: Attempting conversion of "MAP01". WadMapConverter::Convert: Attempting map conversion... WadMapConverter::Convert: Unknown map format, aborting. convertMap: Failed. P_SetupMap: Failed loading map "MAP01".  <b>Labels:</b> Data	

#### History

#1 - 2011-02-13 14:24 - danij

Fixed for the upcoming 1.9.0-beta6.10