

## Doomsday Engine - Bug #930

### [Hexen] Crash with unknown sector types

2010-08-26 22:16 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2010-08-26
<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> As the summary states. Doom simply ignores unknown sector types. However HeXen still has this vanilla limitation.	
<b>Labels:</b> Definitions	

#### History

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##### #1 - 2010-08-13 21:41 - danij

Are we actually talking about a crash or is it a "unknown special" error and shutdown?

##### #2 - 2010-08-27 02:06 - vermil

An error and a shutdown. Not an actual "crash".

Also, I'll add out of relevance, Heretic also ignores unknown sector types.

So it's just HeXen that still has this vanilla limitation; perhaps this limitation was lifted when Doom and Heretic gained XG, explaining why it is still present in HeXen (as HeXen doesn't have XG support).

##### #3 - 2010-08-27 07:11 - danij

Fixed for the upcoming 1.9.0-beta6.10