

Doomsday Engine - Bug #941

Fatal error if map doesn't exist

2010-12-07 20:24 - vermil

Status:	Closed	Start date:	2010-12-07
Priority:	Low	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.8.6		
Description <p>The level warp cheats will not allow one to go to map numbers for which there is no map. However if the game tries to take the player to a non-existing map through normal progression, it will crash.</p> <p>Doomsday 1.8.6 closes itself with the same error message as Vanilla Doom, while Beta 6.9 crashes with a Zone ID error.</p> <p>Indeed, Heretic's episode 6 features no ending splash screen to stop the game (and by extension Dday) trying to access a non-existing E6M4 after E6M3. That E6M3 has no exit will only stop progression in certain cases (i.e a timed or frag limit DM will circumvent the lack of exit).</p> <p>Perhaps Dday could do something more graceful, like Quake and IIRC ZDoom do?</p> <p>Quake simply close's the game in progress and prints a message in the console saying the map doesn't exist.</p> Labels: Data			

History

#1 - 2011-02-12 16:05 - skyjake

- **status:** open --> fixed
- **assigned_to:** Daniel Swanson

#2 - 2013-07-18 17:56 - skyjake

This appears to have been fixed sometime during the 1.9 series.