

Doomsday Engine - Bug #942

Vanilla save game support has broken at some point

2011-01-20 09:01 - vermil

Status: Closed	Start date: 2011-01-20
Priority: Normal	% Done: 100%
Assignee: daniij	
Category:	
Target version: 1.9.0-beta6	

Description

It would appear that Dday's little used feature of being able to load Vanilla Doom and Heretic save games has become broken at some point.

It get's part way through loading them, but then aborts with a seg violation.

I attach a Dday out file and Vanilla save game I used to test the feature.

Labels: Data

History

#1 - 2011-01-20 09:01 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/9dbc77a6/76f5/attachment/DOOMSAV0.DSG

#2 - 2011-01-20 09:02 - skyjake

(originally posted by anonymous SF.net user)

Being unable to save makes it impossible to enjoy playing doom, which was one of the main purposes of this project in the first place, at least to my understanding. This is a showstopper bug. Honestly, I have no idea what kind of testing the code undergoes if this is released as beta.

Is the development team busy working on something else, is this some legacy code or functionality?

The build process on x86-64 generated a number of warnings about pointers being cast to int in the save-game code, which is an obvious red flag. I don't know if it's a real bug or not.

Also, "make uninstall" doesn't work.

Which version does work and is recommended for use?

#3 - 2011-01-20 19:07 - vermil

What you talk about is a different issue; that Dday doesn't fully work on 64bit systems.

What I am talking about is Dday's ability to load save games from the original Dos versions of Doom and Heretic; a very obscure feature that very few if anyone, knows Dday has..

#4 - 2013-07-18 17:56 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/9dbc77a6/1571/attachment/doomsday.out