

## Doomsday Engine - Bug #943

### [Hexen] Crash on autosave returning to seven portals

2011-01-21 12:57 - briannafixer

<b>Status:</b> Closed	<b>Start date:</b> 2011-01-21
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta8	

**Description**

In the second guardian of steel, after getting the message \"stairs have risen on the seven portals\", when I try to return to the seven portals, the game crashes as it autosaves. This crash is repeatable as I saved right before entering the portal that leads back to the seven portals.

I started a new game to test this. I visited the second guardian of steel before the second guardian of fire. This time, I was able to return without crashing. However, when I visited the second guardian of fire, and got the second \"stairs have risen on the seven portals\" message, I got the same crash when trying to return to the seven portals. Therefore, it seems that whenever the second set of small stairs have risen on the seven portals, I crash when I try to return to the main map.

Version 1.9.0-beta 6.9  
Computer specs:  
32-bit Windows 7 Ultimate  
ATI Radeon HD 4300/4500 Series  
AMD Athlon II X3 425

**Labels:** jHexen

#### History

##### #1 - 2011-01-20 19:23 - skyjake

*(originally posted by anonymous SF.net user)*

Hi,

I can confirm this bug. I've played Hexen until the second Guardian of Fire. After I pushed the button to raise the stairs on the seven portals and trying to return to the seven portals, the game crashes.

I couldn't attach a file to this report, so I posted my doomsday.log (the part when starting to load the seven portals (MAP02) on pastie.org:

<http://pastie.org/1489738>

##### #2 - 2011-01-23 13:40 - skyjake

*(originally posted by anonymous SF.net user)*

Oh and it looks like this bug is a duplicate of #3037656.

##### #3 - 2011-01-23 13:47 - briannafixer

Oh. sorry. I didn't find it.

##### #4 - 2011-01-23 15:51 - danij

Fixed for the upcoming 1.9.0-beta6.10