

NWN:EE Public Bugs - Bug #40389

sqrt domain error - new toolset

04/04/2019 04:22 PM - Federico Jacobson

Status: Submitted	Start date: 04/04/2019
Classification: Public Item	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
Found In Version: 8186	Category:

Description

Hi,

Whenever I load something that's fancymapped, specially an area, it spams the sqrt: DOMAIN error. After holding my finger on the Enter key the area/placeable loads.

History

#1 - 04/04/2019 06:22 PM - Federico Jacobson

I'm attaching a mod with a fancymapped City Interior 1.

[\[https://drive.google.com/open?id=1KRpF1sMjgEHLHsxhkXK3Y-4jDtL6A08n\]](https://drive.google.com/open?id=1KRpF1sMjgEHLHsxhkXK3Y-4jDtL6A08n)

#2 - 04/05/2019 11:38 AM - Bill Harper

- Status changed from New to Submitted

Internal Report #40398

Hi, thanks for the quikck report and getting us some files to work with! I've narrowed it down to a specific cause...using an identical material name as the bitmap. This is a bug of course, but what is currently causing the error. I found that if renamed the mtr to m_(filename), and added "materialname m_(filename) into the ASCII, the scene loaded fine.

Thanks again for the report! We'll get this patched up, and into an update as soon as we can.

#3 - 06/14/2019 05:42 PM - Victor "virusman" Babenko

This has been fixed in the new build: https://forums.beamdog.com/discussion/comment/1076325/#Comment_1076325

Thank you!