

## Doomsday Engine - Bug #1106

### [Linux] Crashing at start with errors: "Failed to Lock"

2012-12-29 09:26 - yosalieh2

<b>Status:</b> Closed	<b>Start date:</b> 2012-12-29
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.10	

**Description**

Hi, I'm creating a package of Doomsday for Chakra Linux.

I've already uploaded version 1.9.8. Version 1.9.9 didn't compile, but 1.9.10 did.

When I run 1.9.10, doomsday starts, the window is shown, but in the first progress circle it crashes, sometimes a window is shown with an error message, but sometimes the window just crashes. Any time the program crashes the progress in the circle is different.

I followed the log when running from a terminal, when the program is trying to find resources for each game I can see some errors like:

```
CallbackThread: Uncaught exception: (Lockable::lock) Failed to lock
```

or

```
Application terminated due to exception:  
(Lockable::lock) Failed to lock
```

Every time I try, different progress in the game list is done, but it never goes beyond this.

**Labels:** Chakra Linux Thread Lock

#### History

##### #1 - 2012-12-27 15:30 - skyjake

- **assigned\_to:** Jaakko Keränen  
- **priority:** 1 --> 7

##### #2 - 2012-12-30 05:23 - skyjake

I can reproduce the error. I'll see what's going on.

##### #3 - 2012-12-30 10:34 - skyjake

This should now be fixed by [commit caa0503f](<http://github.com/skyjake/Doomsday-Engine/commit/caa0503f5c2afd8f8a40937b694956420f28f3dd>).

##### #4 - 2012-12-30 10:45 - yosalieh2

Ok, testing tomorrow in my build. Happy new year!

##### #5 - 2012-12-30 21:39 - yosalieh2

Ok, testing tomorrow in my build. Happy new year!

##### #6 - 2012-12-31 20:00 - yosalieh2

Ok, testing tomorrow in my build. Happy new year!

##### #7 - 2012-12-31 20:00 - skyjake

- **status:** open --> fixed

##### #8 - 2013-04-03 15:28 - skyjake

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

The same happens using the stable version in Ubuntu 12.10 installed with the .deb files.