

# Doomsday Engine - Bug #1112

## game freezes

2013-02-06 17:47 - hasufell

<b>Status:</b> Closed	<b>Start date:</b> 2013-02-06
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.10	
<b>Description</b> on freedoom after a short period of playing, reproducible not sure if the backtrace is helpful  <a href="https://gist.github.com/hasufell/a3eda2f9be7d6ddc2479">https://gist.github.com/hasufell/a3eda2f9be7d6ddc2479</a>	
<b>Labels:</b> OpenGL	

## History

### #1 - 2013-02-02 09:25 - hasufell

I used master from git repo

### #2 - 2013-02-02 09:25 - skyjake

```
0x00007ffff53587e4 in glXWaitVideoSyncSGI () from /usr/lib64/libGL.so.1
```

A problem with the OpenGL driver? Have you tried setting Doomsday's "vid-vsnc" to zero?

Is this repeatable, i.e., does the hang always occur during glXWaitVideoSyncSGI?

### #3 - 2013-02-06 17:47 - hasufell

yes, when I disable vsync in nvidia-settings, then it does not freeze anymore

I am using nvidia drivers 313.18

### #4 - 2013-02-08 06:51 - danij

- **Priority:** 1 --> 5

### #5 - 2013-02-12 22:59 - skyjake

All signs point to this being a video driver issue, thus closing the bug.

### #6 - 2013-07-15 16:59 - skyjake

- **labels:** --> OpenGL

- **status:** open --> closed

- **assigned\_to:** Jaakko Keränen

### #7 - 2013-07-17 04:39 - hasufell

Can't reproduce it anymore anyway with latest git and nvidia-drivers-325.08.