

Doomsday Engine - Bug #187

buffer overrun in jDoom

2004-08-06 21:07 - jrox

<b>Status:</b>	Closed	<b>Start date:</b>	2004-08-06
<b>Priority:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.8.1		
<b>Description</b>			
<p>hello, i have been having quite some difficultly getting jDoom to exec. i have tried ALL versions of jDoom (including 8.1) and when i attempt to run jDoom i recieve the following error:</p> <pre>----- Microsoft Visual C++ Runtime Library ----- Buffer overrun detected! Program: D:\PROGRA~1\DOOM1_~1 \Bin\Doomsday.exe A buffer overrun has been detected which has corrupted the program's internal state. The program cannot safely continue execution and must now be terminated. ----- OK ----- -----</pre> <p>i understand what a buffer overflow is, but at a complete loss as to why. i have successfully run jDoom on other machines before, and this is the first time i have seen this occur.</p> <p>below is a copy of doomsday.out:</p>			
<pre>Con_Init: Initializing the console. SW_Init: Startup message window opened. Executable: Version 1.8.0 Jun 27 2004 (DGL). Memory zone: 32.0 Mb. Parsing configuration files. W_Init: Init WADfiles. W_AddFile: Data\jDoom\Doom.wad IWAD identification: 00cdce4c W_AddFile: Data\Doomsday.wad W_AddFile: Data\jDoom\jDoom.wad IWAD identification: 00056533 Parsing user.cfg. Reading definition file: Defs\Doomsday.ded Reading definition file: Defs\jDoom\jDoom.ded 138 sprite names 974 states 140 things 8 lights 112 sound effects 68 songs 335 text strings 27 particle generators 22 animation groups 49 surface decorations 69 map infos 6 finales Sys_Init: Setting up machine state. Sys_Init: Initializing keyboard, mouse and joystick. Sys_InitTimer. Sys_InitMixer: SB Audigy Audio [B000]</pre>			

Sfx\_Init: Initializing DirectSound...  
DS\_DSOUNDInit: EAX initialized.  
DM\_WinMusInit: 6 MIDI-Out devices present.  
DM\_WinMusInit: MIDI initialized.  
S\_Init: OK.  
R\_Init: Init the refresh daemon.  
R\_InitModels: Initializing MD2 models.  
R\_InitModels: Done in 0.00 seconds.  
Net\_InitGame: Initializing game data.  
GL\_Init: Initializing Doomsday Graphics Library.  
DG\_Init: Direct3D 8.1.  
Direct3D information:  
Driver: ati2dvag.dll  
Description: RADEON 9500 PRO / 9700  
Texture units: 2  
Texture blending stages: 8  
Modulate2X: OK  
MultiplyAdd: OK  
BlendFactorAlpha: OK  
Maximum texture size: 2048 x 2048  
Maximum texture aspect ratio: 1:2048  
Maximum anisotropy: 16  
Multitexturing enabled (full).

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i should also note that this is a clean install of both doom and jDoom, so nothing has yet to be modified within the engine settings. this is driving me nuts, i must get this fixed!!

thank you everyone for reading my post.

**Labels:** jDoom

## History

### #1 - 2004-08-10 18:54 - jrox

Logged In: YES  
user\_id=1099143

why no response? i see most of these other posts have been replied to within a day or so.. why not mine?

### #2 - 2004-08-10 20:03 - skyjake

Logged In: YES  
user\_id=717323

I answer those that I have time for, providing I know what could be causing the problem. :)

I have never heard of anyone having the same problem as you, so I must conclude it's specific to your system. Could you tell me which version of Windows you're using? How about the OpenGL renderer, any change?

What happens if you start into the "-dedicated" mode?

### #3 - 2004-08-11 05:41 - jrox

Logged In: YES  
user\_id=1099143

thank you for the response, indeed anything is better than nothing, so i appreciate your time.

the system in question is running windows xp professional. as for the renderer, i have tried both OpenGL and d3d, and i get the same crash on both.

i probably should have noted that the system is running dual processors, xeon 2.4ghz. perhaps there is where the issue lies..? if it does turn out to be a hardware related problem, then i realize there is not too much that you can do from your end.. just one of those things.

as for the -dedicated start command, i am not able to try it at the moment, as the machine is in another location from where i am at the moment. as soon as i get a chance to try it out, i will post back and let you know.

again thank you for your time. i did not mean to sound rude, its just frustrating to feel like youre being ignored. :)

good day.

**#4 - 2005-10-29 15:13 - danij**

Logged In: YES  
user\_id=849456

I'm closing this due to its age and considering no updates have been made to this bug report in over a year.