

## Doomsday Engine - Bug #1899

### [Heretic] MP client imediately seg faults (wrong WADs)

2014-11-18 12:35 - vermil

<b>Status:</b> Rejected	<b>Start date:</b> 2014-11-18
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> User experience	
<b>Target version:</b>	
<b>Description</b>	
Trying to join a Heretic MP server in the latest unstable (1416) produces a crash: P_Callbackp: Segmentation Violation	
<b>Related issues:</b>	
Related to Feature #1766: Server-supplied (i.e., remote) resource files	<b>Closed</b> <b>2014-04-18</b>

#### History

##### #1 - 2014-11-18 12:38 - vermil

Er, my apologies, I realize I forgot to uncheck a pwad I was running before starting Heretic.

The above crash was actually due to me as a client loading a pwad, the server wasn't.

Hence can this report be deleted? My apologies again.

##### #2 - 2014-11-18 15:16 - skyjake

- Tags set to Resources, Multiplayer

- Subject changed from [Heretic] MP client imediately seg faults to [Heretic] MP client imediately seg faults (wrong WADs)

- Category set to Defect

- Priority changed from Normal to Low

##### #3 - 2014-11-18 15:17 - skyjake

- Related to Feature #1766: Server-supplied (i.e., remote) resource files added

##### #4 - 2014-11-18 20:31 - danij

- Category changed from Defect to User experience

- Status changed from New to Rejected