

Doomsday Engine - Bug #2060

[Hexen] SIGSEGV when shooting a Centaur with Frost Shards

2015-05-17 12:40 - skyjake

Status:	Closed	Start date:	2015-05-17
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.15		
Description			
In build 1596 on OS X:			
Thread 0 Crashed:: Dispatch queue: com.apple.main-thread			
0	hexen	0x000000010e057fad	A_CentaurDefend + 221
1	hexen	0x000000010e01c777	changeMobjState(mobj_s*, statenum_t, bool) + 183
2	hexen	0x000000010e01c38e	P_MobjChangeState + 14
3	hexen	0x000000010e064614	P_MobjThinker + 1748
4	net.dengine.doomsday	0x000000010326165e	std::__1::__function::__func<Thinker_Run()::\$_0, std::__1::allocator<Thinker_Run()::\$_0>, de::LoopResult (thinker_s*)>::operator()(thinker_s*&&) + 94
5	net.dengine.doomsday	0x0000000103260c4d	de::Thinkers::forall(unsigned char, std::__1::__function<de::LoopResult (thinker_s*)>) const + 205
6	net.dengine.doomsday	0x0000000103261262	Thinker_Run() + 98
7	hexen	0x000000010e02e66f	P_DoTick + 303
8	hexen	0x000000010dfda13c	G_Ticker + 1084

Associated revisions

Revision 9bcadc7d - 2015-05-17 18:03 - skyjake

Fixed|Hexen: Crashes due to null pointer access

During playtesting, these were found to cause crashes under rare circumstances.

IssueID #2060

Revision d4dfe59a - 2015-05-17 18:05 - skyjake

Fixed|Hexen: Crashes due to null pointer access

During playtesting, these were found to cause crashes under rare circumstances.

IssueID #2060

History

#1 - 2015-05-17 12:42 - skyjake

- Status changed from New to In Progress

#2 - 2015-05-17 16:37 - skyjake

- Target version set to 1.15

- % Done changed from 0 to 50

It looks like a problem with the mobj that the Centaur is defending against. The mobj in question sometimes, very infrequently has a null mobjinfo (for some reason). Testing to see if a simple null check is a sufficient workaround.

#3 - 2015-05-17 18:06 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 50 to 100