

## Doomsday Engine - Bug #21

### jHexen client crashes when changing level

2003-03-12 23:06 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-03-12
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.7	
<b>Description</b> Something is messing up the memory zone in jHexen. Got myself a bogus memblock user (-1) that crashes in P_SetupLevel's Z_FreeTags. Seems to happen always when client goes from map02 to the first icy map.  The zone is OK at the beginning of the tick (in G_Ticker), so the damage must happen somewhere between that and the Z_FreeTags.  <b>Labels:</b> jHexen Multiplayer	