

Doomsday Engine - Bug #2114

doomsday-1.14.5 hard crash

2015-10-01 22:22 - charlton

Status: Closed	Start date: 2015-10-01
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description	
Been playing doomsday and it's normally very stable.	
However I have been able to save a game that, when reloaded, manages to crash doomsday each and every time. Actually it's a hang with 100% CPU load, frozen doomsday, and I have to ssh in to kill the process (which does die even without a -9 flag). Running version 1.14.5 on Gentoo Linux.	
Attached is the saved game (Doom2 Plutonia).	

History

#1 - 2015-10-07 18:49 - skyjake

- Tags set to *Doom, SaveGame*

I tried loading the DoomSav0.save in the latest unstable build. It did not crash, however the player was stuck in a wall.

Have you tried loading this save in 1.15.x, the current stable release?

#2 - 2017-04-03 13:34 - skyjake

- Status changed from *New* to *Closed*

Files

DoomSav0.save	19.7 KB	2015-10-01	charlton
---------------	---------	------------	----------