

Doomsday Engine - Bug #224

Segmentation Fault

2005-03-16 22:34 - mierda768

Status:	Closed	Start date:	2005-03-16
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.8.6		
Description			
<p>Hello.</p> <p>When playing DOOM 2 : Hell on Earth on Doomsday engine, after 5 min or so, the game sudenly stops and says "Fatal signal:Segmentation Fault (SDL Parachute Deployed)".</p> <p>My O.S. is Linux (ubuntu warty) i386, I have a Geforce4 nvidia card, and I am using version 1.8.6 of deng, compiled by me with no special flags.</p> <p>I cannot reproduce this bug intentionally, it happens completely random while playing.</p> <p>I am using some resource packages, wich include; jDRP(resources package), detailed textures(Details.pk3), some water textures(liquids.pk3), jDEP(enviroment package), and some packages with ogg soundtrack. My game settings are default except for the texture filter wich is set to the maxium, sound settings to 16b 41100 khz, video 1024x768 and render full sky(on).</p> <p>I have attached "Doomsday.out" to this report.</p> <p>I use a script to run the game, here it is:</p> <pre>doomsday -game jdoom -file /usr/local/share/deng/Data/jDoom/Doom2.wad -file }Data/jDoom/jDRP.pk3 -def }Defs/jDoom/jDRP.ded -file }Data/jDoom/Details.pk3 -file }Data/jDoom/d2music.pk3 -file }Data/jDoom/plmusic.pk3 -pwdtex</pre> <p>The output of the console is this:</p> <pre>carlo@localhost:~/bin/doomsday \$ sh doom2.sh LoadPlugin: /usr/local/lib/libdpdehread LoadPlugin: /usr/local/lib/libdpmaload LoadPlugin: /usr/local/lib/libdpdehread LoadPlugin: /usr/local/lib/libdpmaload Con_Init: Initializing the console. SW_Init: Startup message window opened. Executable: Version 1.8.6 Mar 15 2005 (DGL). Memory zone: 32.0 Mb. Parsing configuration files. W_Init: Init WADfiles. W_AddFile: Data/jDoom/Doom2.wad IWAD identification: 00f36acb W_AddFile: Data/Doomsday.wad W_AddFile: Data/jDoom/jDoom.wad IWAD identification: 00056533 W_AddFile: Data/jDoom/jDRP.pk3 W_AddFile: Data/jDoom/Details.pk3 W_AddFile: Data/jDoom/d2music.pk3 W_AddFile: Data/jDoom/plmusic.pk3 W_AddFile: Data/jDoom/Auto/jDEP-Ext.pk3 W_AddFile: Data/jDoom/Auto/jDEP.pk3 W_AddFile: Data/jDoom/Auto/jDUI.pk3 W_AddFile: Data/jDoom/Auto/liquids.pk3</pre>			

W_AddFile: Data/jDoom/Auto/Detail.wad
W_AddFile: data/jdoom/auto/liquids.WAD
W_AddFile: data/jdoom/Auto/AmmoBox.pk3
W_AddFile: data/jdoom/Auto/AmmoClip.pk3
W_AddFile: data/jdoom/Auto/ArachnoShot.pk3
W_AddFile: data/jdoom/Auto/Arachnotron.pk3
W_AddFile: data/jdoom/Auto/ArchVile.pk3
W_AddFile: data/jdoom/Auto/Armor.pk3
W_AddFile: data/jdoom/Auto/Backpack.pk3
W_AddFile: data/jdoom/Auto/BaronFireball.pk3
W_AddFile: data/jdoom/Auto/BaronOfHell.pk3
W_AddFile: data/jdoom/Auto/Barrel.pk3
W_AddFile: data/jdoom/Auto/BerzerkPack.pk3
W_AddFile: data/jdoom/Auto/BFGShot.pk3
W_AddFile: data/jdoom/Auto/BigLamp.pk3
W_AddFile: data/jdoom/Auto/BigStonePillar.pk3
W_AddFile: data/jdoom/Auto/BigTree.pk3
W_AddFile: data/jdoom/Auto/BloodPools.pk3
W_AddFile: data/jdoom/Auto/BossCube.pk3
W_AddFile: data/jdoom/Auto/BrainStem.pk3
W_AddFile: data/jdoom/Auto/Cacodemon.pk3
W_AddFile: data/jdoom/Auto/CacoFireball.pk3
W_AddFile: data/jdoom/Auto/Candelabra.pk3
W_AddFile: data/jdoom/Auto/Candle.pk3
W_AddFile: data/jdoom/Auto/Cell.pk3
W_AddFile: data/jdoom/Auto/CellLarge.pk3
W_AddFile: data/jdoom/Auto/ColonGibs.pk3
W_AddFile: data/jdoom/Auto/ComputerMap.pk3
W_AddFile: data/jdoom/Auto/CyberDemon.pk3
W_AddFile: data/jdoom/Auto/Demon.pk3
W_AddFile: data/jdoom/Auto/EvilEye.pk3
W_AddFile: data/jdoom/Auto/FireCan.pk3
W_AddFile: data/jdoom/Auto/FireStick.pk3
W_AddFile: data/jdoom/Auto/FloatingSkulls.pk3
W_AddFile: data/jdoom/Auto/FormerCommando.pk3
W_AddFile: data/jdoom/Auto/FormerHuman.pk3
W_AddFile: data/jdoom/Auto/FormerSergeant.pk3
W_AddFile: data/jdoom/Auto/GenericModels.pk3
W_AddFile: data/jdoom/Auto/HangByFeet.pk3
W_AddFile: data/jdoom/Auto/HangingLeg.pk3
W_AddFile: data/jdoom/Auto/HangingLegs.pk3
W_AddFile: data/jdoom/Auto/HangNoBrain.pk3
W_AddFile: data/jdoom/Auto/HangNoGuts.pk3
W_AddFile: data/jdoom/Auto/HangNoLeg.pk3
W_AddFile: data/jdoom/Auto/HangtLookDn.pk3
W_AddFile: data/jdoom/Auto/HangtLookUp.pk3
W_AddFile: data/jdoom/Auto/HangtNoBrain.pk3
W_AddFile: data/jdoom/Auto/HangTorso.pk3
W_AddFile: data/jdoom/Auto/HangtSkull.pk3
W_AddFile: data/jdoom/Auto/HeadCandles.pk3
W_AddFile: data/jdoom/Auto/HeadOnASTick.pk3
W_AddFile: data/jdoom/Auto/HeadsOnStick.pk3
W_AddFile: data/jdoom/Auto/HealthPotion.pk3
W_AddFile: data/jdoom/Auto/HeartPillar.pk3
W_AddFile: data/jdoom/Auto/HellKnight.pk3
W_AddFile: data/jdoom/Auto/HUD-BFG.pk3
W_AddFile: data/jdoom/Auto/HUD-Chaingun.pk3
W_AddFile: data/jdoom/Auto/HUD-Chainsaw.pk3
W_AddFile: data/jdoom/Auto/HUD-Fists.pk3
W_AddFile: data/jdoom/Auto/HUD-Pistol.pk3
W_AddFile: data/jdoom/Auto/HUD-PlasmaRifle.pk3
W_AddFile: data/jdoom/Auto/HUD-RocketLauncher.pk3
W_AddFile: data/jdoom/Auto/HUD-Shotgun.pk3
W_AddFile: data/jdoom/Auto/HUD-SuperShotgun.pk3
W_AddFile: data/jdoom/Auto/Imp.pk3
W_AddFile: data/jdoom/Auto/ImpaledTwitcher.pk3
W_AddFile: data/jdoom/Auto/ImpFireball.pk3

W_AddFile: data/jdoom/Auto/Invisibility.pk3
W_AddFile: data/jdoom/Auto/Invulnerability.pk3
W_AddFile: data/jdoom/Auto/Keen.pk3
W_AddFile: data/jdoom/Auto/KeyCards.pk3
W_AddFile: data/jdoom/Auto/LightGoggles.pk3
W_AddFile: data/jdoom/Auto/LightMaps.pk3
W_AddFile: data/jdoom/Auto/LostSoul.pk3
W_AddFile: data/jdoom/Auto/MancFireball.pk3
W_AddFile: data/jdoom/Auto/Mancubus.pk3
W_AddFile: data/jdoom/Auto/Medikit.pk3
W_AddFile: data/jdoom/Auto/MediumLamp.pk3
W_AddFile: data/jdoom/Auto/MegaSphere.pk3
W_AddFile: data/jdoom/Auto/MiscFX.pk3
W_AddFile: data/jdoom/Auto/PainElemental.pk3
W_AddFile: data/jdoom/Auto/Particles.pk3
W_AddFile: data/jdoom/Auto/PlasmaShot.pk3
W_AddFile: data/jdoom/Auto/Player.pk3
W_AddFile: data/jdoom/Auto/PRocket.pk3
W_AddFile: data/jdoom/Auto/RadiationSuit.pk3
W_AddFile: data/jdoom/Auto/Revenant.pk3
W_AddFile: data/jdoom/Auto/RevRocket.pk3
W_AddFile: data/jdoom/Auto/Rocket.pk3
W_AddFile: data/jdoom/Auto/RocketBox.pk3
W_AddFile: data/jdoom/Auto/ShellBox.pk3
W_AddFile: data/jdoom/Auto/Shells.pk3
W_AddFile: data/jdoom/Auto/ShineMaps.pk3
W_AddFile: data/jdoom/Auto/SkullKeys.pk3
W_AddFile: data/jdoom/Auto/SkullPillar.pk3
W_AddFile: data/jdoom/Auto/SmallLamp.pk3
W_AddFile: data/jdoom/Auto/SoulSphere.pk3
W_AddFile: data/jdoom/Auto/Spectre.pk3
W_AddFile: data/jdoom/Auto/SpiderMastermind.pk3
W_AddFile: data/jdoom/Auto/SpinalColumn.pk3
W_AddFile: data/jdoom/Auto/SpiritualArmor.pk3
W_AddFile: data/jdoom/Auto/SSSoldier.pk3
W_AddFile: data/jdoom/Auto/Stalag.pk3
W_AddFile: data/jdoom/Auto/Stalagtite.pk3
W_AddFile: data/jdoom/Auto/Stimpack.pk3
W_AddFile: data/jdoom/Auto/StonePillar.pk3
W_AddFile: data/jdoom/Auto/TallTorch.pk3
W_AddFile: data/jdoom/Auto/TechPillar.pk3
W_AddFile: data/jdoom/Auto/Tree.pk3
W_AddFile: data/jdoom/Auto/W-BFG.pk3
W_AddFile: data/jdoom/Auto/W-Chaingun.pk3
W_AddFile: data/jdoom/Auto/W-Chainsaw.pk3
W_AddFile: data/jdoom/Auto/W-PlasmaRifle.pk3
W_AddFile: data/jdoom/Auto/W-RocketLauncher.pk3
W_AddFile: data/jdoom/Auto/W-Shotgun.pk3
W_AddFile: data/jdoom/Auto/W-SuperShotgun.pk3
Reading definition file: Defs/Doomsday.ded
Reading definition file: Defs/jDoom/jDoom.ded
Reading definition file: }Defs/jDoom/jDRP.ded
138 sprite names
1365 states
140 things
1400 models
170 lights
330 sound effects
172 songs
335 text strings
142 particle generators
630 detail textures
22 animation groups
51 surface decorations
101 map infos
12 finales
Sys_Init: Setting up machine state.

Sys_Init: Initializing keyboard, mouse and joystick.
Sys_InitTimer.
Sfx_Init: Initializing SDL_mixer...
open /dev/sequencer: No such file or directory
S_Init: OK.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
R_InitModels: Done in 0.52 seconds.
Net_InitGame: Initializing game data.
GL_Init: Initializing Doomsday Graphics Library.
DG_Init: OpenGL.
OpenGL information:
Vendor: NVIDIA Corporation
Renderer: GeForce4 MX 440/AGP/SSE/3DNOW!
Version: 1.5.1 NVIDIA 61.11
Extensions:
GL_ARB_imaging GL_ARB_multitexture
GL_ARB_point_parameters GL_ARB_point_sprite
GL_ARB_shader_objects
GL_ARB_shading_language_100
GL_ARB_texture_compression
GL_ARB_texture_cube_map
GL_ARB_texture_env_add
GL_ARB_texture_env_combine
GL_ARB_texture_env_dot3
GL_ARB_texture_mirrored_repeat
GL_ARB_transpose_matrix
GL_ARB_vertex_buffer_object
GL_ARB_vertex_program GL_ARB_vertex_shader
GL_ARB_window_pos GL_S3_s3tc
GL_EXT_texture_env_add GL_EXT_abgr
GL_EXT_bgra GL_EXT_blend_color
GL_EXT_blend_minmax GL_EXT_blend_subtract
GL_EXT_clip_volume_hint
GL_EXT_compiled_vertex_array
GL_EXT_draw_range_elements GL_EXT_fog_coord
GL_EXT_multi_draw_arrays GL_EXT_packed_pixels
GL_EXT_paletted_texture
GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_rescale_normal
GL_EXT_secondary_color
GL_EXT_separate_specular_color
GL_EXT_shared_texture_palette GL_EXT_stencil_wrap
GL_EXT_texture_compression_s3t
GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp
GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotro
GL_EXT_texture_lod
GL_EXT_texture_lod_bias
GL_EXT_texture_object GL_EXT_vertex_array
GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat
GL_KTX_buffer_region GL_NV_blend_square
GL_NV_fence GL_NV_fog_distance
GL_NV_light_max_exponent
GL_NV_packed_depth_stencil
GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_register_combiners
GL_NV_texgen_reflection
GL_NV_texture_env_combine4
GL_NV_texture_rectangle
GL_NV_vertex_array_range
GL_NV_vertex_array_range2
GL_NV_vertex_program
GL_NV_vertex_program1_1

```
GL_SGIS_generate_mipmap      GL_SGIS_multitexture
GL_SGIS_texture_lod          GL_SUN_slice_accum
GLU Version: 1.3
Texture units: 2
Maximum texture size: 2048
Maximum anisotropy: 2
Multitexturing enabled (full).
Con_StartupInit: Init startup screen.
jDoom Version 1.15.6 Mar 15 2005 (Doomsday)
P_Init: Init Playloop state.
HU_Init: Setting up heads up display.
ST_Init: Init status bar.
M_Init: Init miscellaneous info.
SetupLevel: map10
(GL data found)
GL_VERT v2.0
Mus_GetExt: Song dead: Data\jDoom\Music\d_e1m7.ogg not
found.
SetupLevel: map10
(GL data found)
GL_VERT v2.0
Fatal signal: Segmentation Fault (SDL Parachute Deployed)
```

Labels: Data

History

#1 - 2005-03-16 22:35 - mierda768

Output of jDoom

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/8525470a/1fd5/attachment/Doomsday.out

#2 - 2005-03-20 13:46 - skyjake

Logged In: YES
user_id=717323

I am seeing a pattern of segfaults when using resource packs. Also on Windows, some people have been getting segfaults with the recent versions of jDRP. I suspect there is a bug somewhere in Doomsday's resource handling.

Can you confirm that the segfaults do not occur when playing with no additional resource packs?

#3 - 2005-06-29 07:11 - rekrul

Logged In: YES
user_id=1282790

I just came here to report the same thing. I played through the first couple of chapters of Ultimate Doom using the JDoom resource pack (3D models) with no problems, but starting with the third chapter, I started getting random "Segmentation Violation" crashes. As I played through the third and fourth chapters, they became more frequent, usually at least once per level, often several times per level. This continued into Doom II. As soon as I disabled the resource pack, the crashes stopped.

This is just a guess, but to me it looks like the crashes became more frequent as the level complexity increased.

I'm using the Windows binary, version 1.8.6 downloaded from SourceForge. My system: P4 1.8Ghz, WIndows 98SE, 512MB RAM, GeForce4 MX 440, Intel onboard sound (Soundmax Digital Audio).

I can paste in a copy of the output file, but it really doesn't show anything more than the one above. Everything

looks normal up until the point where it crashes with a segmentation violation.

#4 - 2005-06-29 17:06 - skyjake

Logged In: YES
user_id=717323

At least one cause for the random segfault bug has been fixed in the current development version. I can't promise it'll fix the issue for good (haven't run heavy tests on it), but it should improve stability.

The first beta version of 1.9.0 will be released later this week.

#5 - 2006-08-02 23:11 - danij

Logged In: YES
user_id=849456

I'm closing this as its too old (and not very specific). We may have already fixed the cause of the original crash too.