Doomsday Engine - Bug #238

jheretic hung when quitting

2005-07-02 12:07 - ton801

Status:	Closed		**Start date:**	2005-07-02
Priority:	Normal		**% Done:**	100%
Assignee:				
Category:				
Target version:				

Description

Press Y to quit and it hangs on winxp sp2. Have to force it to quit. Been having to do that a lot lately though I just started replaying it since 1.8.6 came out.
Nothing on Doomsday.out
Windows sends error report to MS.
I did save a copy of all the files that Windows sent in that error report with the corresponding hdmp. If you need them just ask. I did attach the 'appcompat.txt'.

Labels: jHeretic

History

#1 - 2005-07-02 12:07 - ton801

appcompat.txt

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/cbafea4e/930c/attachment/appcompat.txt

#2 - 2005-08-28 20:33 - danij

Logged In: YES
user_id=849456

Does 1.9.0-beta2 fix the problem?

#3 - 2005-08-29 10:37 - ton801

Logged In: YES
user_id=1306433

Not yet but I haven't been playing DD for a while.

#4 - 2006-05-11 11:43 - danij

Logged In: YES
user_id=849456

I'd like to get to the bottom of this since this bug report has been hanging around a while now.

Can you please update this report with the current status of this issue, attaching your Doomsday.out if the problem still exists in Doomsday 1.9.0-beta3.

#5 - 2006-05-12 11:15 - ton801

Logged In: YES
user_id=1306433

I just tried it without any addon packs and it seems fine now; but I have since reinstalled Windows XP a couple of times since I last played it. Guess it was my machine after all.
Sorry to waste your time.