

Doomsday Engine - Bug #261

Segmentation faults

2005-10-22 06:37 - wizard76

Status: Closed	Start date: 2005-10-22
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description this link to doomsday hq forums sums it up </p> Labels: jDoom	

History

#1 - 2005-11-18 08:28 - wizard76

Logged In: YES
user_id=1366037

<http://forums.newdoom.com/showthread.php?t=28817>

this link to doomsday hq forums sums it up

#2 - 2006-01-04 08:07 - wizard76

Logged In: YES
user_id=1366037

upgraded my rig to 1gb of ram (pc3200 ddr)

and still the same thing

doomsday.out is posted on the dhq forums

#3 - 2006-08-02 23:08 - 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.