Doomsday Engine - Bug #268

Segmentation faults when using openal

2006-01-05 17:59 - theli_ua

Status:	Closed		**Start date:**	2006-01-05
Priority:	Normal		**% Done:**	100%
Assignee:	yagisan			
Category:				
Target version:				

Description

when launched with '-oal'

Sys_Init: Setting up machine state.
Sys_Init: Initializing keyboard, mouse and joystick.
Sys_InitTimer.
Sfx_Init: Initializing OpenAL...
Fatal signal: Segmentation Fault (SDL Parachute Deployed)

Labels: Sound (Linux)

History

#1 - 2006-06-01 15:27 - yagisan

Logged In: YES
user_id=1248824

I can confirm this with 1.9.0beta4 on Ubuntu Dapper, will
investigate further later.

#2 - 2006-06-01 18:11 - yagisan

Backtrace

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0e7b6907/ef2c/attachment/openal-crash-O2-deng-1.9.0beta4.txt

#3 - 2006-06-01 18:11 - yagisan

Logged In: YES
user_id=1248824

hmm. we die at Mus_Init() in s_mus.c
backtrace attached.

#4 - 2006-06-01 19:01 - yagisan

Logged In: YES
user_id=1248824

ok. it seems gentoo has had a patch for this since at least
1.8.6 but didn't send it to us for some unknown reason. (I
only found it because I was looking though their ebuilds.) I
tested it and it works fine, but sf,net svn isn't working
right now, so I've attached the patch. Will attemp to update
svn again tommorrow with it.

#5 - 2006-06-01 19:01 - yagisan

Patch to stop openal crash.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/0e7b6907/6767/attachment/gentoo-doomsday-1.9.0_beta4-music-driver.patch

#6 - 2006-06-02 15:51 - yagisan

Logged In: YES
user_id=1248824

We believe this has been fixed as of svn revision 3271, and
will be included in the upcoming beta5 release.