

Doomsday Engine - Bug #271

The doomsday application crashes, it goes in a blocked state

2006-02-07 07:51 - savbran

Status: Closed	Start date: 2006-02-07
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.8.6	
Description If you play the 1st level with the map activated [tab] of doom or ultimate doom, when the player reaches some location, the doomsday application crashes (it goes in a blocked state, i.e. the doomsday freezes) and no action is allowed (such as esc, mouse clicks, etc.). This is systematic (it always happens) and the only thing that it's possible to do is to recall the task manager from windows and kill the doomsday process. It seems that the map can't be calculated in those points and therefore the application freezes. Thanks in advance for your attention and if you need more details, don't hesitate to contact me. Kind Regards /Savbran P.S.: testers can try it. Labels: jDoom	

History

#1 - 2006-02-07 18:46 - danij

Logged In: YES
user_id=849456

Can you supply some more info about this crash please.

We'll need to know your system specs and what OS you're running.

Also can you post the contents of your Doomsday.out next time the crash occurs.

Without the above information we can't diagnose the problem.

#2 - 2006-02-08 08:12 - savbran

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/923c64fc/ca1f/attachment/Doomsday.out

#3 - 2006-02-08 08:12 - savbran

Logged In: YES
user_id=1445914

Hi, the system where the fault occurs:

- CPU: Pentium 4;
- Memory: 512Mb of RAM;
- Video board: NVidia Quadro FX 1300;
- Graphic sys: DirectX9.0 and OpenGL;
- O.S.: Windows 2000

Yesterday I noticed that the fault occurs only when OpenGL

is used. If I use Direct3D instead, it doesn't happen.
I have also attached the doomsday.out file.

Regards
/Savbran

#4 - 2006-02-08 15:08 - danij

Logged In: YES
user_id=849456

Can you try Doomsday 1.9.0-beta3 (available from the files section).

I've tried to reproduce this bug using Doomsday 1.9.0-beta3 using both the OpenGL and Direct3D renderers but have not been able to thus far.

#5 - 2006-02-10 15:09 - savbran

Logged In: YES
user_id=1445914

The fault is not present into the deng ver.1.9.0b3 so you can consider it fixed.

BRs

#6 - 2006-02-10 19:08 - danij

Logged In: YES
user_id=849456

Apparently this bug has been fixed in 1.9.0