

Doomsday Engine - Bug #277

Segmentation Violation While Loading a Mod

2006-05-29 02:40 - jason_scalia

Status: Closed	Start date: 2006-05-29
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta4	
Description While loading WolfenDoom without the doom2.wad file, doomsday proceeds to give a "segementation" violation error with no. out file that I could find. I understand you need doom2.wad to play this particular mod, but I believe this to be a bug.	
Labels: Startup	

History

#1 - 2006-06-02 15:51 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Generated a backtrace for this bug.