

Doomsday Engine - Bug #314

Seg Violation with ICARUS.WAD

2006-07-27 15:50 - danij

Status: Closed	Start date: 2006-07-27
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description Doomsday1.9.0-beta4 crashes with a seg violation when attempting to play ICARUS.WAD - MAP01 in jDoom. The crash comes just after level loading is complete and the first frame of the level should be rendered. The problem appears to be related to the light decorations. If they are disabled prior to loading the map then it can be played without error. Labels: jDoom	

History

#1 - 2006-07-27 22:06 - danij

Logged In: YES
user_id=849456

Fixed in [SVN 3436] for Doomsday 1.9.0-beta5