

## Doomsday Engine - Bug #315

### Seg Violation with Shannara.wad

2006-07-27 20:26 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2006-07-27
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> Currently Doomsday will crash reporting a seg violation when attempting to play Shannara.wad with jHexen.  Upon starting the first map everything seems OK (level renders as normal) but after a couple of seconds Doomsday crashes.  I have uploaded Shannara.wad to: <a href="http://www.daniel.ddsdesign.co.uk/Stuff/Shannara.wad">http://www.daniel.ddsdesign.co.uk/Stuff/Shannara.wad</a>  <b>Labels:</b> jHexen	

#### History

##### #1 - 2006-07-27 20:39 - danij

Logged In: YES  
user\_id=849456

The same bug appears to exist with Hex\_Bf.wad - MAP28 (use warp 14).

I have uploaded Hex\_Bf.wad here:  
[http://www.daniel.ddsdesign.co.uk/Stuff/Hex\\_Bf.wad](http://www.daniel.ddsdesign.co.uk/Stuff/Hex_Bf.wad)

##### #2 - 2006-07-28 06:08 - danij

Logged In: YES  
user\_id=849456

Fixed in [SVN 3437] for Doomsday 1.9.0-beta5