

Doomsday Engine - Bug #320

Crash bug in jHexen

2006-07-30 06:58 - ashridah

Status:	Closed	Start date:	2006-07-30
Priority:	Urgent	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta4		

Description

While playing jHexen, in the level darkmere, entering the initial structure past the swampwater causes a crash:

```
Program received signal SIGSEGV, Segmentation fault.
[Switching to Thread 4155106992 (LWP 10861)]
0x080bc439 in GL_PrepareFlat2 (idx=0, translate=true)
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/gl_tex.c:1714
1714     if(translate &&
flat->translation.current != idx)
(gdb) bt
#0 0x080bc439 in GL_PrepareFlat2 (idx=0,
translate=true)
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/gl_tex.c:1714
#1 0x080716a8 in Rend_DecorateLine (index=616)
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/rend_decor.c:586
#2 0x08071e83 in Rend_InitDecorationsForFrame ()
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/rend_decor.c:762
#3 0x0808946a in Rend_RenderMap ()
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/rend_main.c:1979
#4 0x080e1e1b in R_RenderPlayerView
(player=0x81e99e0)
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/r_main.c:598
#5 0xf6de7941 in G_Drawer ()
```

```
at /home/ashridah/deng/doomsday/plugins/jhexen/src/hrefresh.c:317
#6 0x0807d01e in DD_DrawAndBlit ()
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/dd_loop.c:177
#7 0x0807d405 in DD_GameLoop ()
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/dd_loop.c:142
#8 0x08075e52 in DD_Main ()
```

```
at /home/ashridah/deng/doomsday/engine/portable/src/dd_main.c:600
#9 0x080f650a in main (argc=7, argv=0xffd37e54)
```

```
at /home/ashridah/deng/doomsday/engine/unix/src/dd_uinit.c:303
(gdb) print translate
$1 = true
(gdb) print flat
$2 = (flat_t *) 0x0
(gdb) print idx
$3 = 0
```

Crash is repeatable, so if it can't be repeated on

other machines, I can check more things via gdb.

Labels: jHexen

History

#1 - 2006-07-30 06:58 - ashridah

Hexen savegame. Go through portal, over water, into structure, crash.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/c5a66019/b264/attachment/hexndata.zip

#2 - 2006-07-30 07:00 - ashridah

JHexen config file.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/c5a66019/bed1/attachment/jhexen.cfg

#3 - 2006-07-30 07:00 - ashridah

Logged In: YES
user_id=2918

Forgot to mention, no extra datafiles for hexen added,
just base hexen.wad

#4 - 2006-07-31 19:25 - danij

Logged In: YES
user_id=849456

Fixed in SVN [3436] for Doomsday 1.9.0-beta5

#5 - 2006-08-05 01:55 - danij

Logged In: YES
user_id=849456

Unfortunately this bug is not fixed. Re-opening.

#6 - 2006-08-05 03:25 - danij

Logged In: YES
user_id=849456

Fixed in SVN [3461].