Doomsday Engine - Bug #337

Problem with dedicated host

2006-08-11 17:47 - ekze

Status:	Closed	**Start date:**	2006-08-11
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta4		

Description

When i'm trying to set map in dedi host to 8 or 11, it
gives me segmentation violation.
Same error was in 1.8.6 and that was the reason for me
to install 1.9.0 beta4 again..
FreeLanZer on the irc said that this bug have been
fixed in beta4, but seems not... **owell**

Con_Init: Initializing the console.
SW_Init: Startup message window opened.
Executable: Version 1.9.0-beta4 May 28 2006 (DGL).
G_PreInit: Registering Bind Classes...
Parsing configuration files.
W_Init: Init WADfiles.
W_AddFile: Data\jHexen\HEXEN.WAD
IWAD identification: 014ed52e
W_AddFile: Data\jHexen\HEXEN.gwa
W_AddFile: ERROR: D:\games\Doomsday\Data\Doomsday.pk3
not found!
W_AddFile: Data\jHexen\jHexen.wad
IWAD identification: 00067b1b
W_AddFile: Data\jHexen\Auto\jhexen_skypack-20050318-
1.pk3
W_AddFile: Data\jHexen\Auto\jxui-20050316-1.pk3
W_AddFile:
Data\jHexen\Auto\Markworth_Particles_jHexen.pk3
W_AddFile: Data\jHexen\Auto\xccp1.1.pk3
Parsing user.cfg.
Reading definition file: Defs\Doomsday.ded
Reading definition file: defs\jHexen\jHexen.ded
300 sprite names
2860 states
400 things
1608 models
62 lights
245 sound effects
7 songs
128 text strings
245 particle generators
13 surface decorations
9 finales
Sys_Init: Setting up machine state.
Sys_Init: Initializing keyboard, mouse and joystick.
Sys_InitTimer.
Sfx_Init: Initializing Dummy...
Sfx_InitChannels: 16 channels.
S_Init: OK.
R_Init: Init the refresh daemon.
Net_InitGame: Initializing game data.
Con_StartupInit: Init startup screen.
P_Init: Init Playloop state.
HU_Init: Setting up heads up display.
ST_Init: Init status bar.

MN_Init: Init miscellaneous info.

Hexen

S_InitScript
SN_InitSequenceScript: Registering sound sequences.

setmap 8

Game setup: ep1 map8 skill3 coop
SetupLevel: MAP08
DetermineMapDataFormat: (V2 GL Node Data)
P_LoadMapData: MAP08
Loading Sidedef Texture IDs...
Group lines
Sector look up
Build line and subsector tables
Init links
P_CheckLevel: Checking MAP08 for errors...
Polyobject init
Init server
Load ACS scripts
Deal starts
Spawn players
Done
Segmentation Violation

Labels: Multiplayer

History

#1 - 2006-08-13 13:03 - yagisan

Logged In: YES
user_id=1248824

<Yagisan> oh that IS interesting
<Yagisan> only happes with just the iwad
<Yagisan> but not if I also load a pwad
<ekze> o_O

#2 - 2006-08-13 17:40 - skyjake

Logged In: YES
user_id=717323

SVN 3562 should fix this. Closing...

#3 - 2006-08-23 14:26 - yagisan

SVN 3691 Backtrace

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/b2ff61fc/e816/attachment/gdb.txt

#4 - 2006-08-23 14:26 - yagisan

Logged In: YES
user_id=1248824

This bug is still present it seems in svn. Attaching
backtrace and doomsday.out.

#5 - 2006-08-23 14:28 - yagisan

doomsday.out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/b2ff61fc/fcf4/attachment/doomsday.out

#6 - 2006-08-23 18:58 - skyjake

Logged In: YES
user_id=717323

Same symptoms, but different route to the gl.Fog() calls. The original report was about Hexen attempting to set the fog as per the map info. Yagisan's new traceback seems to come from a custom console command in the Map Info DED. Fixed in SVN 3692.

Can anyone find other susceptible gl.Fog() calls?

#7 - 2006-09-19 15:30 - skyjake

Logged In: YES
user_id=717323

Closed for now. Reopen if the problem persists in future releases.