

## Doomsday Engine - Bug #338

### hard to reproduce segfault at map loading

2006-08-12 18:11 - ga1

<b>Status:</b> Closed	<b>Start date:</b> 2006-08-12
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b>	
Operating System: Linux 2.6.16-gentoo-r13	
<p>The segfault occurs sometimes after finishing map 4 of "The Shores of Hell", while loading map 5; it is hard to reproduce, but it never occurred when loading a map with setmap; it seems that I have to be in hurry to get to the next map (i. e. I'm pressing the space bar repeatedly immediately after the end screen for map 4 appears) to reproduce the bug.</p> <p>I reproduced the bug in gdb (but I don't know how to properly debug doomsday since it seems to get all the user input in the X window system and I've to kill it; thus, I couldn't backtrack after the segfault occurred) and got this result:</p> <pre>0x080e1ae6 in R_LinkShadow (poly=0x0, subsector=0x0) at r_shadow.c:279 279      info-&gt;shadows = link;</pre> <p>After looking into the code, I wondered how the arguments of R_LinkShadow could be 0x0, since it's called (via RIT_ShadowSubsectorLinker) by P_SubsectorBoxIteratorv and there should be a segfault before the call if the arguments are 0x0.</p>	
<b>Labels:</b> Resources	

### History

#### #1 - 2007-03-02 04:07 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

I've tried to replicate this numerous times in 1.9.0-beta5.1 under WinXPSP2 and have been unable to. So, I'm going to close this for now but if you experience the same crash with beta5.1 or later - please re-open this.