

Doomsday Engine - Bug #342

Crashes to Desktop/"Segmentation Violation" in Multiplayer

2006-08-23 01:29 - neo123195

Status: Closed	Start date: 2006-08-23
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta4	
Description I open Doomsday ver. 1.9.0 beta 4 and launch Ultimate Doom and begin to host a server on port 50000 I am running a Windows XP box which meets and exceeds the minimum requirements. I wait a few moments as my friend attempts to join. He first gets kicked out of the server and booted back to the join game screen. The second time the program crashes to desktop. The last time, he gets a "segmentation violation" error. attached is my friends doomsday.out file Labels: jDoom Multiplayer	

History

#1 - 2006-08-23 01:29 - neo123195

Friends .out file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/17336665/4ca2/attachment/Doomsday.out

#2 - 2006-08-23 04:46 - skyjake

Logged In: YES
user_id=717323

In all likelihood these problems have been fixed for beta5. Unfortunately, there is no known workaround for beta4.

#3 - 2007-03-18 00:20 - danij

Logged In: YES
user_id=849456
Originator: NO

Closing as fixed.