

## Doomsday Engine - Bug #350

### [Linux/Recent SVN] Segfault on TNT 02

2006-09-02 01:09 - zachkeene

<b>Status:</b> Closed	<b>Start date:</b> 2006-09-02
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> I don't know if this goes back further than SVN 3799, but I'm getting a segfault when I hit the skull switch next to the stairs near the yellow key, then try to turn around.  "where" output at the switch in question:  MAP [MAP02] X: 1138 Y: 1039 Z: -144 Subsector 329: Floorz:-144 pic:3187 Ceilingz:48 pic:3208 Player height:380000 Player radius:100000  GDB backtrace attached.  <b>Labels:</b> Graphics	

#### History

##### #1 - 2006-09-02 01:09 - zachkeene

GDB Backtrace

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/a7d3ccc3/005a/attachment/gdb.txt](http://sourceforge.net/p/deng/bugs/_discuss/thread/a7d3ccc3/005a/attachment/gdb.txt)

##### #2 - 2006-09-02 12:35 - danij

Logged In: YES  
user\_id=849456

This should now be fixed in SVN. Please give it a whirl and see what happens.

##### #3 - 2006-09-02 13:10 - zachkeene

Logged In: YES  
user\_id=1103163

Yep, it's working now. Thanks.