

Doomsday Engine - Bug #364

SIGSEGV - Console "Reset" with Rain generator.

2006-09-23 11:47 - danij

Status: Closed	Start date: 2006-09-23
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description When using the following rain generator in jDOOM as posted here: http://dengine.net/dew/index.php?title=Particle_generator_examples Upon doing a console "reset" Doomsday will bomb with a sigsegv. Ashridah was kind enough to produce a backtrace for this crash (attached). Labels: Data	

History

#1 - 2006-09-23 11:47 - danij

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4bea0741/fcde/attachment/backtrace.txt

#2 - 2009-05-05 10:10 - danij

This issue has since been fixed (1.9.0-beta6.1).