

Doomsday Engine - Bug #366

SIGSEGV - Doom2 MAP12 with Rain generator.

2006-09-23 11:49 - 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 rain generator in jDoom DOOM2 MAP12 as posted here: http://dengine.net/dew/index.php?title=Particle_generator_examples	
Doomsday will bomb a few frames into the level.	
Ashridah has kindly generated a backtrace for this (attached).	
Labels: Data	

History

#1 - 2006-09-23 11:49 - danij

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/5d14dc32/ff29/attachment/backtrace.txt

#2 - 2009-05-05 10:09 - danij

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