

## Doomsday Engine - Bug #377

### HERETIC - segmentation violation on game load

2006-10-07 03:59 - megaman951

<b>Status:</b> Closed	<b>Start date:</b> 2006-10-07
<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> If I load a game from the main menu, Heretic crashes and I get a "segmentation violation" error message. this does not happen if I start a new game first and then load my saved game.	
<b>Labels:</b> jHeretic	

#### History

##### #1 - 2006-10-07 04:03 - evilmrhenry

Logged In: YES  
user\_id=1052361

Same here. Also using 1.9.0-beta4, and problem does not occur with Doom 2. (I could try with Hexen if needed.) Log of game start:  
LoadPlugin: /usr/local/lib/libdpdehread  
LoadPlugin: /usr/local/lib/libdpmaload  
Z\_Create: New 32.0 MB memory volume.  
Con\_Init: Initializing the console.  
SW\_Init: Startup message window opened.  
Executable: Version 1.9.0-beta4 Aug 19 2006 (DGL).  
Command line (8 strings):  
0: doomsday  
1: -v  
2: -game  
3: jheretic  
4: -file  
5: ./heretic.wad  
6: -userdir  
7: /home/trcarlson/.doomsday/heretic  
R\_SetDataPath: Data/  
Zip\_Init: Initializing package system...  
R\_SetDataPath: Data/jHeretic/  
G\_PreInit: Registering Bind Classes...  
F\_AddMapping: /home/trcarlson/.doomsday/heretic/Auto/ mapped to /usr/local/share/deng/Data/jHeretic/Auto/.  
F\_AddMapping: /home/trcarlson/.doomsday/heretic/Auto/ mapped to /usr/local/share/deng/Defs/jHeretic/Auto/.  
Parsing configuration files.  
W\_Init: Init WADfiles.  
W\_AddFile: ./heretic.wad  
IWAD identification: 00ea102d  
W\_AddFile: Data/Doomsday.pk3  
Zip\_Open: Data/Doomsday.pk3  
W\_AddFile: Data/jHeretic/jHeretic.wad  
IWAD identification: 000524f9  
Reading definition file: Defs/Doomsday.ded  
DED done: Defs/Flags.ded  
DED done: Defs/XG.ded  
DED done: Defs/Doomsday.ded  
Reading definition file: Defs/jHeretic/jHeretic.ded  
DED done: Defs/jHeretic/Objects.ded  
DED done: Defs/jHeretic/Sprites.ded  
DED done: Defs/jHeretic/Anim.ded  
DED done: Defs/jHeretic/Audio.ded  
DED done: Defs/jHeretic/Special.ded

CheckFile: /usr/local/share/deng/Defs/jHeretic/Details.ded  
not found.  
DED done: Defs/jHeretic/Lights.ded  
DED done: Defs/jHeretic/Maps.ded  
DED done: Defs/jHeretic/Finales.ded  
DED done: Defs/jHeretic/Text.ded  
CheckFile: /usr/local/share/deng/Defs/jHeretic/Values.ded  
not found.  
CheckFile: /usr/local/share/deng/Defs/jHeretic/Models.ded  
not found.  
CheckFile: /usr/local/share/deng/Defs/jHeretic/User.ded not  
found.  
DED done: Defs/jHeretic/jHeretic.ded  
ReadLumpDefs: 0 definition lumps read.  
128 sprite names  
1222 states  
161 things  
0 models  
12 lights  
142 sound effects  
51 songs  
145 text strings  
1 particle generators  
0 detail textures  
8 animation groups  
4 surface decorations  
0 surface reflections  
49 map infos  
6 finales  
0 line types  
0 sector types  
0 xg classes  
0 binary lump formats  
Sys\_Init: Setting up machine state.  
Sys\_Init: Initializing keyboard, mouse and joystick.  
I\_InitJoystick: No joysticks found  
Sys\_InitTimer.  
Sfx\_Init: Initializing SDL\_mixer...  
SDLMixer: Initializing...  
S\_Init: OK.  
N\_SystemInit: OK  
R\_Init: Init the refresh daemon.  
R\_InitModels: Initializing MD2 models.  
File hash built in 0.00 seconds.  
R\_InitModels: Done in 0.00 seconds.  
Net\_InitGame: Initializing game data.  
GL\_Init: Initializing Doomsday Graphics Library.  
DG\_Init: OpenGL.  
OpenGL extension: GL\_EXT\_compiled\_vertex\_array  
OpenGL extension: GL\_EXT\_texture\_filter\_anisotropic  
OpenGL extension: GL\_EXT\_blend\_subtract  
OpenGL extension: GL\_ARB\_texture\_env\_combine  
OpenGL extension: GL\_ATI\_texture\_env\_combine3  
OpenGL extension: GL\_EXT\_texture\_compression\_s3tc  
OpenGL extension: GL\_ARB\_multitexture  
OpenGL extension: GL\_SGIS\_generate\_mipmap  
OpenGL information:  
Vendor: ATI Technologies Inc.  
Renderer: RADEON 9000 DDR Generic  
Version: 1.3.1080 (X4.3.0-8.26.6)  
Extensions:  
GL\_ARB\_multitexture  
GL\_EXT\_texture\_env\_add  
GL\_EXT\_compiled\_vertex\_array  
GL\_S3\_s3tc  
GL\_ARB\_occlusion\_query  
GL\_ARB\_point\_parameters  
GL\_ARB\_texture\_border\_clamp  
GL\_ARB\_texture\_compression  
GL\_ARB\_texture\_cube\_map  
GL\_ARB\_texture\_env\_add  
GL\_ARB\_texture\_env\_combine  
GL\_ARB\_texture\_env\_crossbar  
GL\_ARB\_texture\_env\_dot3  
GL\_ARB\_texture\_mirrored\_repeat

GL\_ARB\_transpose\_matrix  
GL\_ARB\_vertex\_blend  
GL\_ARB\_vertex\_buffer\_object  
GL\_ARB\_vertex\_program  
GL\_ARB\_window\_pos  
GL\_ATI\_element\_array  
GL\_ATI\_envmap\_bumpmap  
GL\_ATI\_fragment\_shader  
GL\_ATI\_map\_object\_buffer  
GL\_ATI\_texture\_env\_combine3  
GL\_ATI\_texture\_mirror\_once  
GL\_ATI\_vertex\_array\_object  
GL\_ATI\_vertex\_attrib\_array\_object  
GL\_ATI\_vertex\_streams  
GL\_ATIX\_texture\_env\_combine3  
GL\_ATIX\_texture\_env\_route  
GL\_ATIX\_vertex\_shader\_output\_point\_size  
GL\_EXT\_abgr  
GL\_EXT\_bgra  
GL\_EXT\_blend\_color  
GL\_EXT\_blend\_func\_separate  
GL\_EXT\_blend\_minmax  
GL\_EXT\_blend\_subtract  
GL\_EXT\_clip\_volume\_hint  
GL\_EXT\_draw\_range\_elements  
GL\_EXT\_fog\_coord  
GL\_EXT\_multi\_draw\_arrays  
GL\_EXT\_packed\_pixels  
GL\_EXT\_point\_parameters  
GL\_EXT\_rescale\_normal  
GL\_EXT\_secondary\_color  
GL\_EXT\_separate\_specular\_color  
GL\_EXT\_stencil\_wrap  
GL\_EXT\_texgen\_reflection  
GL\_EXT\_texture3D  
GL\_EXT\_texture\_compression\_s3tc  
GL\_EXT\_texture\_cube\_map  
GL\_EXT\_texture\_edge\_clamp  
GL\_EXT\_texture\_env\_combine  
GL\_EXT\_texture\_env\_dot3  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_lod\_bias  
GL\_EXT\_texture\_mirror\_clamp  
GL\_EXT\_texture\_object  
GL\_EXT\_texture\_rectangle  
GL\_EXT\_vertex\_array  
GL\_EXT\_vertex\_shader  
GL\_HP\_occlusion\_test  
GL\_NV\_blend\_square  
GL\_NV\_occlusion\_query  
GL\_NV\_texgen\_reflection  
GL\_SGI\_color\_matrix  
GL\_SGIS\_generate\_mipmap  
GL\_SGIS\_texture\_border\_clamp  
GL\_SGIS\_texture\_edge\_clamp  
GL\_SGIS\_texture\_lod  
GL\_SUN\_multi\_draw\_arrays  
GLU Version: 1.3  
Texture units: 2  
Maximum texture size: 2048  
Maximum anisotropy: 16  
LoadImage: Data/Graphics/Missing.png (256x256)  
LoadImage: Data/Graphics/BBox.pcx (64x64)  
LoadImage: Data/Graphics/Mouse.png (16x32)  
LoadImage: Data/Graphics/BoxCorner.png (64x64)  
LoadImage: Data/Graphics/BoxFill.png (64x64)  
LoadImage: Data/Graphics/BoxShade.png (64x64)  
LoadImage: Data/Graphics/Hint.png (32x32)  
LoadImage: Data/Graphics/Logo.png (256x256)  
LoadImage: Data/Graphics/DLight.pcx (64x64)  
LoadImage: Data/Graphics/WallGlow.pcx (4x64)  
LoadImage: Data/Graphics/Flare.png (64x64)  
LoadImage: Data/Graphics/Zeroth.pcx (32x32)  
PG\_InitTextures: Particle00 not found.  
LoadImage: Data/Graphics/Background.pcx (512x512)

Con\_StartupInit: Init startup screen.  
P\_Init: Init Playloop state.  
P\_InitSwitchList: ADD ("SW1OFF" | "SW1ON" #1)  
P\_InitSwitchList: ADD ("SW2OFF" | "SW2ON" #1)  
HU\_Init: Setting up heads up display.  
ST\_Init: Init status bar.  
MN\_Init: Init miscellaneous info.  
S\_StartMusic: titl.  
LoadImage: Data/Graphics/Background.pcx (512x512)  
SetupLevel: E1M6  
VerifyMapData: BEHAVIOR for "E1M6" could not be found.  
Useable data will be generated automatically if needed.  
DetermineMapDataFormat: (V2 GL Node Data)  
(glBSP 2.20 | 2006-10-05 21:07:29.0000 | 0xda6fd308)  
P\_LoadMapData: E1M6  
P\_ReadMapData: Processing "VERTEXES" (#1325) ver 1...  
P\_ReadMapData: Processing "GL\_VERT" (#463) ver 2...  
P\_ReadMapData: Processing "SECTORS" (#291) ver 1...  
P\_ReadMapData: Processing "SIDEDEFS" (#2010) ver 1...  
P\_ReadMapData: Processing "LINEDEFS" (#1400) ver 1...  
Loading Sidedef Texture IDs...  
P\_ReadMapData: Processing "BLOCKMAP" (#14474) ver 1...  
P\_ReadMapData: Processing "THINGS" (#503) ver 1...  
P\_ReadMapData: Processing "GL\_SEGS" (#3906) ver 2...  
P\_ReadMapData: Processing "GL\_SSECT" (#784) ver 1...  
P\_ReadMapData: Processing "GL\_NODES" (#783) ver 1...  
P\_ReadMapData: Processing "REJECT" (#10586) ver 1...  
Group lines  
Sector look up  
Build line and subsector tables  
Init links  
P\_InitPolyBlockMap: w=38 h=40  
Z\_CheckHeap  
Z\_CheckHeap  
P\_InitSubsectorBlockMap: Done in 0.00 seconds.  
(bs=128/128 w=39 h=41)  
P\_CheckLevel: Checking E1M6 for errors...  
Init server  
Deal starts  
Spawn players  
Done  
Precaching took 0.36 seconds.  
S\_StartMusic: e1m6.  
Z\_CheckHeap  
./heretic.sh: line 2: 6514 Segmentation fault doomsday  
-v -game jheretic -file ./heretic.wad -userdir  
~/doomsday/heretic

## #2 - 2006-10-07 13:33 - danij

Logged In: YES  
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This has already been fixed in SVN. Please look through the existing bugs before submitting to avoid unnecessary duplication.

Deleting as duplicate.