# Doomsday Engine - Bug #411

## Game crashes when startig new game in TNT Evilution

2007-02-10 00:42 - descriptor_real

| | | | |
|---|---|---|---|
| **Status:** | Closed | **Start date:** | 2007-02-10 |
| **Priority:** | Urgent | **% Done:** | 100% |
| **Assignee:** | danij | | |
| **Category:** | | | |
| **Target version:** | 1.9.0-beta5 | | |

**Description**

And it happens in "clean" installation too. =/ With OpenGL driver it doesn't start at all. Ultimate Doom and Doom 2 works fine!
Log in attach.

**Labels:** jDoom

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**History**

**#1 - 2007-02-10 00:42 - descriptor_real**

Doomsday.out

**Attachments:**

- http://sourceforge.net/p/deng/bugs/_discuss/thread/8cdc8206/0bed/attachment/Doomsday.out.txt

**#2 - 2007-02-10 01:16 - danij**

Logged In: YES
user_id=849456
Originator: NO

This isn't a crash. TNT uses sidedef packing which isn't currently supported.

**#3 - 2007-04-30 17:07 - danij**

Logged In: YES
user_id=849456
Originator: NO

Fixed in svn for 1.9.0-beta6.

**#4 - 2007-05-28 05:50 - yagisan**

Logged In: YES
user_id=1248824
Originator: NO

Closing - it is fixed in svn