

Doomsday Engine - Bug #42

jDoom crashes with some PWADs

2003-05-08 22:01 - skyjake

Status: Closed	Start date: 2003-05-08
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.8	
Description When I load a PWAD file created by WADED 1.42, jDoom crashes, however older versions of Doomsday have worked fine. I've attached a level (Doom2, MAP01) in a .zip file	
Labels: jDoom Gameplay	

History

#1 - 2003-05-08 22:01 - skyjake

(originally posted by anonymous SF.net user)

Test file

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/4315db55/e2c5/attachment/kg2.zip

#2 - 2003-05-18 01:45 - chrisdragon

Logged In: YES
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I've had jDoom crash on me on really LARGE Slige maps when loading