

Doomsday Engine - Bug #449

Segmentation Violation

2007-05-27 21:02 - kajer

Status: Closed	Start date: 2007-05-27
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description NetCl_UpdatePlayerInfo: pl=2 color=0 Segmentation Violation When I run a dedicated server, out of the box, standard doom2.wad same version across clients, whenever a second player joins the game, the first player is ejected with a Segmentation Violation... Unknown why, does it every time. Labels: jDoom Multiplayer	

History

#1 - 2007-05-27 23:21 - kajer

Logged In: YES
user_id=1792346
Originator: YES

this also happens when hosting from inside the game, the host player works fine, the connecting player is booted upon connection.

#2 - 2007-05-30 05:36 - kajer

Logged In: YES
user_id=1792346
Originator: YES

i am hosting a game, straight up doom2 ep1 map01... player 1 joins, works, player 2 joins, kicks player 1, etc...

#3 - 2008-01-04 20:33 - danij

Logged In: YES
user_id=849456
Originator: NO

Closing as duplicate.