

## Doomsday Engine - Bug #467

### Segmentation Violation

2007-08-14 22:48 - technowolf

<b>Status:</b> Closed	<b>Start date:</b> 2007-08-14
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> daniij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	

**Description**

I'm using Doomsday v1.9.0-beta 5.1  
EVERY time I run ultimate doom or doom2...after selecting new game, then selecting difficulty setting, the precache runs, and I get a "segmentation violation". Note that I've tried just vanilla ultimate doom & doom 2 with no add ons to be sure it was not a mod error. EVERY time I run Plutonia or TNT, after the same basic game entry, I get a "Map MAP01 utilizes sidedef packing, which is currently unsupported" error.  
I am attaching a text doc containing the "doomsday.out" text from each of the 4 errors.  
Note as well that I have historically had no troubles on the same computer (no upgrades) running doomsday. (I have recently reformatted my hard drive, and reinstalled all drivers, and no new/strange software.  
I love doomsday's graphic quality, and would like to get this resolved....please help.

**Labels:** jDoom

#### History

##### #1 - 2007-08-14 22:48 - technowolf

doomsday.out errors from ultimate doom, doom2, plutonia, and tnt evolution

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/be2083e3/41b3/attachment/Doomsday%20out.txt](http://sourceforge.net/p/deng/bugs/_discuss/thread/be2083e3/41b3/attachment/Doomsday%20out.txt)

##### #2 - 2007-08-15 11:39 - yagisan

Logged In: YES  
user\_id=1248824  
Originator: NO

'EVERY time I run Plutonia or TNT, after the same basic game entry, I get a "Map MAP01 utilizes sidedef packing, which is currently unsupported" error.'

That is not a crash - that is doomsday refusing to run an unsupported iwad (fixed for next version already),

I don't see an obvious reason for the segmentation violation for doom/doom2 - could you append a -v to the startup options for a more verbose doomsday.out

##### #3 - 2007-08-15 23:36 - technowolf

Verbose doomsday out for ultimate & doom 2

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/be2083e3/fb23/attachment/Doomsday%20Out%20VERBOSE.txt](http://sourceforge.net/p/deng/bugs/_discuss/thread/be2083e3/fb23/attachment/Doomsday%20Out%20VERBOSE.txt)

##### #4 - 2007-08-15 23:36 - technowolf

Logged In: YES  
user\_id=1867679  
Originator: YES

Thanks for reply.

Excuse my ignorance: I've attached a txt file containing doom 1+2 doomsday.out files under the "Level 2" verbose setting shown under the "developer" options, assuming this gives the most possible information??

Thanks again.

File Added: Doomsday Out VERBOSE.txt

**#5 - 2007-08-21 04:15 - yagisan**

Logged In: YES  
user\_id=1248824  
Originator: NO

I've looked at the verbose output, but it wasn't as helpful as I was hoping. If you try 1.9.0beta4 or try re-installing 1.9.0beta5.1 do you get the same error ? ( Segmentation Violation is a really useless message from the operating system to say something went wrong - it would be nice if it was more specific! )

**#6 - 2007-08-21 11:42 - technowolf**

Logged In: YES  
user\_id=1867679  
Originator: YES

Tried 1.9.0-beta4, & reinstalling 1.9.0-beta5.1 with same results.  
I WAS able to get a playable game using version 1.8.6 and even then only after installing directly to C:/Doomsday  
If installed to C:/Program Files/Doomsday, there is a segmentation violation.  
I went back immediately and tried 1.9.0-beta5.1 with an install to C:/Doomsday with same errors as posted in the text doc attachments.  
For some reason, my system does not like Doomsday 1.9builds ?

**#7 - 2007-11-14 03:27 - airacobra**

Logged In: YES  
user\_id=1930484  
Originator: NO

I also get that segmentation violation error... in Plutonia, every time I go to save after some amount of play in a map, it throws that error, complaining of too many items.

**#8 - 2007-12-01 15:45 - danij**

Logged In: YES  
user\_id=849456  
Originator: NO

This isn't a bug. The map you are trying to play uses a feature not currently supported in 1.9.0-beta5.1 and Doomsday is shut down gracefully.

The issue has been resolved in the upcoming 1.9.0-beta6

**#9 - 2008-09-26 17:50 - technowolf**

Ultimate Doom Segmentation Violation 1.9.0-beta5.1

**Attachments:**

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/be2083e3/7383/attachment/UltimateDoom%20VERBOSE.txt](http://sourceforge.net/p/deng/bugs/_discuss/thread/be2083e3/7383/attachment/UltimateDoom%20VERBOSE.txt)

**#10 - 2008-09-26 17:50 - technowolf**

I'm getting a segmentation violation with vanilla Ultimate Doom in V 1.9.0-beta5.1  
Anyone help??  
File Added: UltimateDoom VERBOSE.txt