

Doomsday Engine - Bug #496

DG_PushMatrix: Stack overflow.

2007-12-01 14:28 - ratmestic

Status: Closed	Start date: 2007-12-01
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	
Description	
<p>When starting Doom2 from Snowberry, I see the console appear, and text run in it. After that, the display goes light green, and a dialog appears, with title</p> <p>Doomsday 1.9.0-beta5: jdoom 1.15.0-beta5</p> <p>It says:</p> <p>MN_Init: Init miscellaneous info. DOOM 2: Hell on Earth</p> <p>DG_PushMatrix: Stack overflow.</p> <p>The version is dated Jan 9, 2007 and I assume it is 1.9.0-beta5.1</p> <p>Heretic and Hexen report different errors, but the DG:PushMatrix part is always the same.</p> <p>Labels: OpenGL Renderer</p>	

History

#1 - 2007-12-01 15:03 - danij

Logged In: YES
user_id=849456
Originator: NO

This problem has been fixed in svn for the upcoming 1.9.0-beta6