

## Doomsday Engine - Bug #533

### Deng often crashes on startup

2008-10-07 13:20 - eunbolt

<b>Status:</b> Closed	<b>Start date:</b> 2008-10-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> daniij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

Many times when trying to start deng svn build post beta5 It segfaults.

Here Is a backtrace I did  
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B\_Init: Init bindings.  
R\_Init: Init the refresh daemon.  
R\_ReadTextureDefs: Found 428 textures.  
R\_InitModels: Initializing MD2 models.  
R\_InitModels: Done in 0.00 seconds.  
Net\_InitGame: Initializing game data.  
R\_InitRefresh: Loading data for referesh.  
P\_Init: Init Playloop state.  
P\_InitTerrainTypes: Material 'FWATER1' linked to terrain type 'Water'.  
P\_InitTerrainTypes: Material 'LAVA1' linked to terrain type 'Lava'.  
P\_InitTerrainTypes: Material 'BLOOD1' linked to terrain type 'Blood'.  
P\_InitTerrainTypes: Material 'NUKAGE1' linked to terrain type 'Nukage'.  
P\_InitTerrainTypes: Material 'SLIME01' linked to terrain type 'Slime'.  
Hu\_LoadData: Setting up heads up display.  
ST\_Init: Init status bar.  
Hu\_MenuInit: Init miscellaneous info.

Program received signal SIGSEGV, Segmentation fault.  
[Switching to Thread 0x43a3b950 (LWP 12023)]  
0x00007f1e9ecf75b4 in M\_InitControlsMenu () from /usr/local/lib/libjdoom.so  
Current language: auto; currently asm  
(gdb) bt  
#0 0x00007f1e9ecf75b4 in M\_InitControlsMenu () from /usr/local/lib/libjdoom.so  
#1 0x00007f1e9ece4a21 in Hu\_MenuInit () from /usr/local/lib/libjdoom.so  
#2 0x00007f1e9ed0c49f in G\_CommonPostInit () from /usr/local/lib/libjdoom.so  
#3 0x00007f1e9eccedb5 in G\_PostInit () from /usr/local/lib/libjdoom.so  
#4 0x00000000044272a in DD\_StartupWorker ()  
#5 0x00007f1ea8f1ec97 in ?? () from /usr/lib/libSDL-1.2.so.0  
#6 0x00007f1ea8f643c9 in ?? () from /usr/lib/libSDL-1.2.so.0  
#7 0x00007f1ea8cfa3ea in start\_thread () from /lib/libpthread.so.0  
#8 0x00007f1ea6fe9c6d in clone () from /lib/libc.so.6  
#9 0x0000000000000000 in ?? ()

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here is the output from the console another time I tried to start deng

```
dave@dave-desktop:~$ /usr/local/bin/doomsday game jdoom -iwad /home/dave/Games/Doom/doom.wad -width 800 -height 600  
-window -nomouse -v
```

~~P\_InitTerrainTypes: Material 'NUKAGE1' linked to terrain type 'Nukage'.  
Hu\_LoadData: Setting up heads up display.  
ST\_Init: Init status bar.  
Hu\_MenuInit: Init miscellaneous info.  
B\_ActivateClass: Deactivating class "menu".  
M\_InitControlsMenu: Creating controls items.  
Segmentation fault~~

this is deng starting successfully  
note: I did not change anything

```
dave@dave-desktop:~$ /usr/local/bin/doomsday -game jdoom -iwad /home/dave/Games/Doom/doom.wad -width 800 -height 600 -window -nomouse -v
```

P\_InitTerrainTypes: Material 'NUKAGE1' linked to terrain type 'Nukage'.

Hu\_LoadData: Setting up heads up display.

ST\_Init: Init status bar.

Hu\_MenuInit: Init miscellaneous info.

B\_ActivateClass: Deactivating class "menu".

M\_InitControlsMenu: Creating controls items.

AM\_Init: Init automap.

Game state parameters:

Con\_Busy: Was busy for 0.88 seconds.

LoadImage: Data/Graphics/unknown.png (256x256)

LoadImage: Data/Graphics/missing.png (256x256)

LoadImage: Data/Graphics/bbox.pcx (64x64)

LoadImage: Data/Graphics/gray.png (32x32)

LoadImage: Data/Graphics/Mouse.png (32x64)

LoadImage: Data/Graphics/BoxCorner.png (64x64)

LoadImage: Data/Graphics/BoxFill.png (64x64)

LoadImage: Data/Graphics/BoxShade.png (128x128)

LoadImage: Data/Graphics/Hint.png (64x64)

LoadImage: Data/Graphics/Logo.png (256x256)

LoadImage: Data/Graphics/Background.pcx (512x512)

LoadImage: Data/Graphics/dLight.pcx (64x64)

LoadImage: Data/Graphics/wallglow.pcx (4x64)

LoadImage: Data/Graphics/flare.pcx (64x64)

LoadImage: Data/Graphics/Zeroth.pcx (32x32)

PG\_InitTextures: Particle00 not found.

LoadImage: }data/graphics/loading1.png (256x256)

LoadImage: }data/graphics/loading2.png (256x256)

Con\_Busy: Was busy for 0.10 seconds.

S\_StartMusic: intro.

**Labels:** jDoom

## History

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### #1 - 2008-10-07 13:21 - eunbolt

Forgot to say this is running on linux.

It has been happening for a long time with the svn builds.

### #2 - 2008-10-07 15:09 - danij

Fixed in svn.