

Doomsday Engine - Bug #558

Segfaults when compiled with -O3

2008-11-04 12:00 - haarp

Status: Closed	Start date: 2008-11-04
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description When Doomsday is compiled with CFLAGS containing -O3, it will become much more prone to segfaults. For instance, Hexen segfaults when starting a game (only tested singleplayer), hexdd even refuses to launch jHexen in first place. I also encountered random segfaults while playing Heretic, but I'm not sure if they are related to O3.	
Labels: Build System	

History

#1 - 2008-11-04 12:01 - haarp

I forgot to mention, I'm using Yagisan's Launchpad sources on AMD64