

## Doomsday Engine - Bug #642

### [MacOS] Doomsday engine 1.9beta 5/6 crash

2009-03-06 20:19 - johnb67

<b>Status:</b> Closed	<b>Start date:</b> 2009-03-06
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Using an Intel G5 with nvidia GT 8800 video card, 3 megs onboard ram, the OS is Leopard. I tried to use this with Plutonia and it starts out fine, but it does crash once in a while (maybe the levels are too big/too many monsters) and I can't open saved games(annoying!) I also tried it with the jDoom resource pack (version 1.0.1 ) and it tends to make it crash a bit more, but oh what a difference that stuff makes. 1.9beta 6 doesn't work at all. Just gets to the loading screen, I see the progress wheel for a few seconds, then...down it goes  thanks for any help  JB  <b>Labels:</b> jDoom	

#### History

#1 - 2010-03-27 08:40 - danij

Have you been able to test this skyjake?