

Doomsday Engine - Bug #698

1.9.0-beta6.3 - Segmentation Violation

2009-06-01 19:24 - kginney

Status:	Closed	Start date:	2009-06-01
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Description			
After loading Doomsday 1.9.0-beta6.3, received a "Segmentation Violation" error when trying to load saved games from both Hexen and Doom. (picture attached)			
Labels: Data			

History

#1 - 2009-06-01 19:24 - kginney

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/f5115fa3/e42e/attachment/Doomsday.jpg

#2 - 2009-08-24 16:38 - skyjake

Still occurs? Is it repeatable in a clean installation?

#3 - 2009-09-08 02:20 - skyjake

(originally posted by anonymous SF.net user)

This Tracker item was closed automatically by the system. It was previously set to a Pending status, and the original submitter did not respond within 14 days (the time period specified by the administrator of this Tracker).