

Doomsday Engine - Bug #744

Linux 32bit Heretic & Hexen Segfault

2009-08-04 06:45 - cteg

Status:	Closed	Start date:	2009-08-04
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta6		
Description			
After Initialization, just before starting up the doomsday window, it shows a segfault. No additional information. Doom and Doom2 working fine. 1.9.0-beta6.5			
Labels: jHeretic			

History

#1 - 2009-08-04 16:04 - skyjake

Does this occur with a minimal config, such as:

```
doomsday -game jheretic -iwad (the-iwad) -nosound
```

#2 - 2009-08-06 06:32 - cteg

i'm starting like doomsday -window -game jheretic -file ~/games/wads/heretic.wad -userdir foo/blah. Have to check it with nosound.
Have to correct the details. After initialization, the window shows up for a second.
Segfaults after that.

#3 - 2009-08-12 23:55 - eunbolt

Heretic crashes just after loading sdl window
heretic crashes after choosing character

Also crashes with a 64bit build
crashes even with sound disabled
here is the pastebin of the doomsday.out <http://pastebin.com/f966a900> < hexen
Here is the pastebin of the doomsday.out from heretic <http://pastebin.com/f61660e17>

#4 - 2009-08-30 10:29 - eunbolt

from the current git pull as of 11:28am gmt using bet6.6 from git
hexen does not crash anymore but heretic still does
<http://pastebin.com/m16c9aec8>

#5 - 2009-09-01 04:22 - danij

Working with eunbolt over ICQ we've managed to track the segfault here:

```
engine/portable/src/cl_world.c #100:  
xlat_lump = Z_Malloc(sizeof(short) * MAX_TRANSLATIONS, PU_REFRESHTEX, 0);
```

For debug purposes I got eunbolt to compile a test build where that allocation was replaced with a regular malloc rather than using the zone. After the change, the segfault no longer occurred.

The hunt continues...

#6 - 2011-02-13 04:18 - danij

Evidently this issue has since been resolved.