

Doomsday Engine - Bug #75

Random Crashes with Ultimate Doom

2003-06-20 04:27 - skyjake

Status: Closed	Start date: 2003-06-20
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	

Description

I have played many versions of jDoom, both with Ultimate Doom and Doom 2.

However, since installing jDoom v1.7.10 I have suffered random crashes with no apparent cause. Doomsday.out provides nothing, and disabling sound or changing video modes does not help. Doom 2 runs fine with 1.7.10 and Ultimate Doom runs fine with all previous versions.

Labels: jDoom

History

#1 - 2003-06-22 04:31 - chrisdragon

Logged In: YES
user_id=763563

I've had this happen with previous versions, but they rarely occurred, usually out of the middle of fighting monsters or loading a level

#2 - 2003-06-22 22:30 - skyjake

Logged In: YES
user_id=717323

Quote Wrika:

System specifications :

- Windows 2000 service pack 3
- DirectX 9.0a
- Geforce4 Ti4200 128mb with Nvidia reference Drivers 44.03
- 512 mb ram
- P4 @1700 mhz
- Soundblaster 512 PCI running on full acceleration.

Ultimate Doom:

All the maps of the first episode are running well, but when I arrive on E2M4 or E2M5 or E2M6 there are some points where the game crash saying "Doomsday.exe has generated errors and will be closed by Windows. You will need to restart the program." Pressing "OK" the system runs well again and in Doomsday.out (jdoom folder) there's nothing relevant.

I've tried to toggle Fmod and/or Eax : nothing.

#3 - 2003-06-28 00:06 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I have read the other thread about jDooM crashing when E2, E3, or E4 are selected. My problem is that I can't even get E1 to load. DooM2 works fine, but I can't get KickStart to recognize DooM as an IWAD. I have doom.wad as well as doom.gwa in my Date\jDooM folder, but when I open KickStart

and go to the Games|Wads tab I don't see doom.wad. I see doom2.wad, but not doom.wad.
I have read the documentation as well as the info on the web site, but I can't find an answer.

I would appreciate any help.

#4 - 2003-08-15 21:29 - skyjake

Logged In: YES
user_id=717323

Likely fixed in 1.7.12?