

## Doomsday Engine - Bug #760

### 1.9.0-beta-6.6 Heretic Segmentation Violation

2009-09-06 21:25 - chessla

<b>Status:</b>	Closed	<b>Start date:</b>	2009-09-06
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b>			
<p>I've been playing with a few jHeretic saved games without any problems for a while now using Doomsday 1.9.0-beta-6.5.</p> <p>Last night, all of a sudden, when I tried to load a saved game, I got a segmentation violation. I tried the other saved games and had the same problem. I even tried starting a new game (E1M1 - The Docks) and had the same problem.</p> <p>I've since completely uninstalled 1.9.0-beta-6.5 and loaded 1.9.0-beta-6.6 and I still get segmentation violations on saved and new games under jHeretic.</p> <p>I thought that maybe the WAD file had become corrupted, but I can run the WAD under Doomsday 1.5.5 just fine.</p> <p>I'm running Windows XP Pro SP2 and have had no runtime problems prior to this.</p> <p>I have attached a copy of my doomsday.out log file to this bug report.</p> <p><b>Labels:</b> jHeretic</p>			

#### History

##### #1 - 2009-09-06 21:25 - danij

Please attach one of your problem save files to this report so that we can debug.

##### #2 - 2009-09-08 07:24 - chessla

Heretic E5M2 Save Game File

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/9e631a54/ab10/attachment/HticSav0.hsg](http://sourceforge.net/p/deng/bugs/_discuss/thread/9e631a54/ab10/attachment/HticSav0.hsg)

##### #3 - 2010-03-27 07:49 - chessla

doomsday.out runtime log file

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/9e631a54/e3d8/attachment/doomsday.out](http://sourceforge.net/p/deng/bugs/_discuss/thread/9e631a54/e3d8/attachment/doomsday.out)