Doomsday Engine - Bug #842

Segmentation Violation Ultimate Doom E2M3

2009-12-30 21:05 - arclore

Status:	Closed		**Start date:**	2009-12-30
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

Yesterday I played up to the beginning of this level, then saved and exited. Now, attempting to load from this save causes a Seg crash.
WinXP SP3
No add-ons

Labels: jDoom

History

#1 - 2009-12-30 21:05 - arclore

Save Game File for Ultimate Doom

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/8658ab85/f1ea/attachment/DoomSav0.dsg

#2 - 2009-12-30 21:18 - arclore

Further observation:
It crashes if you try to load the game immediately after launching, which is what normally you would do. If instead you start a new game, let ExM1 load, then escape and 'load game', it works.
Also uploading the save file

#3 - 2009-12-30 21:22 - arclore

closed/duplicate
see bug 2932428

#4 - 2010-01-14 23:45 - danij

Re-opening as it has not been confirmed that this is the same issue as #2929541

#5 - 2010-01-15 09:21 - danij

Fixed for 1.9.0-beta6.9

#6 - 2012-08-28 07:03 - arclore

jDoom crash log

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/8658ab85/846e/attachment/doomsday.out