

## Doomsday Engine - Bug #895

### jHexen crashes at loading a map

2010-04-14 17:49 - galt\_gendo

<b>Status:</b> Closed	<b>Start date:</b> 2010-04-14
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta8	
<b>Description</b> Linux x86. Happens both in beta6.8 and 6.9. Crash happens right after choosing difficulty - doesn't happen in jDoom. It's a segfault, right after "Load ACS scripts" is printed to console. The funny part is the crash doesn't happen if doomsday is run in gdb.	
<b>Labels:</b> jHexen	

### History

#1 - 2010-04-14 18:25 - danij

This appears to be the same as this issue: [http://sourceforge.net/tracker/?func=detail&aid=2983702&group\\_id=74815&atid=542099](http://sourceforge.net/tracker/?func=detail&aid=2983702&group_id=74815&atid=542099)