

Doomsday Engine - Bug #924

Segmentation fault when travelling to Shadow Wood

2010-06-28 14:19 - anzah

Status:	Closed	Start date:	2010-06-28
Priority:	High	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
<p>After solving puzzle in Darkmere, travelling back to Shadow Wood causes segfault. All other areas that I can go to, don't cause any issues, just Shadow Wood.</p> <p>Here's the backtrace (produced by attaching the process with gdb and then reproducing the crash):</p> <pre>#0 0x2c593ddf in P_ArchiveGlobalScriptData () at /usr/ports/games/deng/work/deng-1.9.0-beta6.9/doomsday/plugins/common/src/p_saveg.c:4555 store = (const acsstore_t *) 0x0 j = 0 i = 0 #1 0x2c594871 in SV_SaveGameWorker (ptr=0xbfbfd074) at /usr/ports/games/deng/work/deng-1.9.0-beta6.9/doomsday/plugins/common/src/p_saveg.c:4923 param = (savegameparam_t *) 0xbfbfd074 versionText = "HXS Ver 8\000\000\000\000\000\000" #2 0x281bb38b in SDL_RunThread () from /usr/local/lib/libSDL-1.2.so.11 No symbol table info available. #3 0x282035ed in RunThread () from /usr/local/lib/libSDL-1.2.so.11 No symbol table info available. #4 0x285ad70f in pthread_getprio () from /lib/libthr.so.3 No symbol table info available. #5 0xbf3f8fec in ?? () No symbol table info available.</pre> <p>GCC version is 4.2.1</p> <p>Last lines from doomsday.out:</p> <p>Map 7 (13): SHADOW WOOD</p> <p>Con_Busy: Was busy for 3.05 seconds. P_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 619, sector 308). Previous polyobj overridden. P_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 618, sector 308). Previous polyobj overridden. P_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 335, sector 257). Previous polyobj overridden. P_MapInitPolyobjs: Warning: Multiple polyobjs in a single subsector (ssec 336, sector 257). Previous polyobj overridden. LoadImage: }data/graphics/loading1.png (256x256) LoadImage: }data/graphics/loading2.png (256x256) B_ActivateContext: Activating context "deui". SV_SaveGame: Attempting save game to "hexndata/hexen/hex6.hxs".</p> <p>Labels: jHexen</p>			

History

#1 - 2010-09-20 17:08 - daniij

Fixed for the upcoming 1.9.0-beta6.10

#2 - 2010-09-28 17:54 - skyjake

(originally posted by anonymous SF.net user)

Same problem here.

Arch Linux i686, doomsday 1.9.0_beta6.9-1