

## Doomsday Engine - Bug #983

### Segmentation violation on start

2012-02-23 20:12 - vvv1

<b>Status:</b> Closed	<b>Start date:</b> 2012-02-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.7 Unstable	
<b>Description</b> Doomsday 1.9.7 build365 or newer generates "Segmentation violation" just after start. My OS is Windows XP Professional SP2 32 bit. Doomsday 1.9.7 build364 or older works fine for me.	
<b>Labels:</b> Startup	

#### History

##### #1 - 2012-02-14 00:47 - skyjake

Without knowing what you're trying to load it's difficult to say what could be going wrong.

Could you please attach the following from your Frontend/Snowberry runtime directory: Options.rsp, doomsday.out

Are your video card drivers up to date? I assume since you're on XP your computer is a bit older -- make sure the video card supports OpenGL 1.4 or newer.

##### #2 - 2012-02-24 15:20 - vvv1

###### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/3ef08989/8391/attachment/doomsday.out](http://sourceforge.net/p/deng/bugs/_discuss/thread/3ef08989/8391/attachment/doomsday.out)

##### #3 - 2012-02-24 20:57 - vvv1

Finally I was able to start newest builds. I started Doom from "I:\Games\Doomsday\snowberry\runtime" with the following options:  
I:\Games\Doomsday\bin\Doomsday.exe -wh 1280 1024 -sbd -game jdoom -iwad C:\GAMES\DOOM\DOOM.WAD

It works fine with build 364 and older. But generates "Segmentation violation" with newer builds. I replaced "-sbd" with "-bd .." and changed "-game jdoom" to "-game doom1-ultimate". "Segmentation violation" box appears if engine could not find doomsday.pk3 file due to incorrect basedir. I suppose, "-sbd" behaviour was changed in build 365.

##### #4 - 2012-02-24 20:58 - danij

The issue with -stdbasedir (-sbd) not working as expected on Windows should now be fixed for Monday's build.