

Doomsday Engine - Bug #180

Exiting 1.8.x segfault

2004-07-20 16:00 - sezero

Status: Closed	Start date: 2004-07-20
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.8.0	
Description doomsday-1.8.x, any game, exiting causes segfault. Present since 1.8.0-rc1. debugger output is attached. Özkan Sezer	

History

#1 - 2004-07-20 16:00 - sezero

doomsday segfault, gdb log

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/6ba05d30/774a/attachment/jdoom-gdb.log

#2 - 2004-08-21 08:33 - skyjake

Logged In: YES
user_id=717323

Closing this bug for now, as it probably isn't entirely Doomsday's fault.