

Doomsday Engine - Bug #182

more segfaults with cvs

2004-07-24 20:12 - sezero

Status: Closed	Start date: 2004-07-24
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.8.0	
Description	
Today's cvs snapshot (checked out at 22:30 local time), causes segfaults again, this time with the bonus of "SDL parachute deployed" :)	
Debugger output is attached, as usual.	

History

#1 - 2004-07-24 20:12 - sezero

backtrace for segfaults

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/50a034ee/23b9/attachment/doomsday-cvs-gdb.log

#2 - 2004-07-24 20:37 - skyjake

Logged In: YES
user_id=717323

It doesn't crash for me. Which version of SDL are you using? (And which Linux distribution? Which XFree86?)

I'm running Debian unstable with SDL packages 1.2.6-7.

#3 - 2004-07-24 20:49 - sezero

Logged In: YES
user_id=219327

RedHat-9 :
gcc-3.2.2-5, glibc-2.3.2-27.9.7,
XFree86-4.3.0-2.90.55
(as distro-defaults and/or official updates)

SDL-1.2.7-3 (rebuilt from rawhide srpm)
SDL_mixer-1.2.5-2 (ditto)
SDL_net-1.2.5-1 (ditto)
alsa-driver-1.0.5a
alsa-lib-1.0.5
openal 2004-06-12 snapsot (not using it)

Any more info you require, I can provide.

#4 - 2004-07-24 21:11 - skyjake

Logged In: YES
user_id=717323

What happens if you disable the mouse with -nomouse?

#5 - 2004-07-24 21:25 - sezero

Logged In: YES
user_id=219327

-nomouse does not seem to cure anything.

As a sidenote, a precompiled SDL-1.2.5 (the one that comes from BioWare for NWN) does not seem to cure, either.

#6 - 2004-07-24 21:39 - sezero

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/50a034ee/1eee/attachment/new_logs.tar.gz

#7 - 2004-07-24 21:39 - sezero

Logged In: YES

user_id=219327

And here is the new log (and a diff against the previous one) for the -nomouse case.

#8 - 2004-07-30 17:46 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES

user_id=891914

I'm running debian unstable with sdl 1.2.7-7 and doomsday often crashes with a "sdl parachute deployed" :-/

#9 - 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.