

Doomsday Engine - Bug #2437

Application terminated due to exception: std::bad_alloc

2020-12-04 23:56 - noloader

Status:	New	Start date:	2020-12-04
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:			
Target version:			
Description			
Hi Everyone,			
Today is my first day with doomsday. My apologies if I did something wrong. I installed doomsday from Ubuntu's 18.04 repo.			
From the command line I started the program with `doomsday`. I was working through the tutorial. At the part about the command interpreter and entering "help", I tried it. I clicked in the interpreter area and tried to type "help". The screen kind of froze for a moment and then the app exited. Below is the log from the terminal window.			
Here's the Ubuntu package details.			
<pre>\$ apt-cache show doomsday Package: doomsday Architecture: amd64 Version: 1.15.8-5build1 Priority: optional Section: universe/games Origin: Ubuntu Maintainer: Ubuntu Developers <ubuntu-devel-discuss@lists.ubuntu.com> Original-Maintainer: Debian Games Team <pkg-games-devel@lists.alioth.debian.org> Bugs: https://bugs.launchpad.net/ubuntu/+filebug Installed-Size: 4596 Provides: boom-engine, doom-engine, heretic-engine, hexen-engine Depends: doomsday-common (>= 1.15.8-5build1), libc6 (>= 2.14), libgcc1 (>= 1:3.0), libgl1-mesa-glx libgl1, libqt4-network (>= 4:4.6.1), libqt4-opengl (>= 4:4.7.0~beta1), libqtcore4 (>= 4:4.7.0~beta1), libqtgui4 (>= 4:4.7.0~beta1), libsdl2-2.0-0 (>= 2.0.7), libsdl2-mixer-2.0-0 (>= 2.0.2), libstdc++6 (>= 5.2), doomsday-data (>= 1.15.8-5build1), doomsday-data (<< 1.15.8-5build1.1~), doomsday-common (<< 1.15.8-5build1.1~) Recommends: fluid-soundfont-gm Filename: pool/universe/d/doomsday/doomsday_1.15.8-5build1_amd64.deb Size: 1390408 MD5sum: 3960e7c024c3d59ca56e6bf6b9bbc4cf SHA1: 761df90ab759770222648090754c17a14949adbb SHA256: adf7695d0931fa49253c69c088ff840279c127131307d47d9001faf99edcdf3a Homepage: http://www.dengine.net ...</pre>			
Here's the log from the terminal.			
<pre>\$ doomsday Application path: /usr/games/doomsday Created a new 32.0 MB memory volume. Folder > DirectoryFeed::prune: Pruning "/home/jwalton/.doomsday/runtime/persist.pack": status has changed Executable: Doomsday Engine 1.15.8 [#1.15.8-5build1] (Stable 64-bit) Command line options: 0: doomsday RenderSystem: Loading shader definitions from read-only archive entry "renderer.pack/ shaders.dei" from archive in read-only "(basedir)/data/ net.dengine.client.pack" ^ : Loading shader definitions from read-only archive entry "renderer.pack/ lensflares.pack/shaders.dei" from archive in read-only "(basedir)/data/ net.dengine.client.pack"</pre>			

```

libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: known incorrect sRGB profile
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libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: known incorrect sRGB profile
Joystick_Init: Joystick name: usb gamepad
loadAudioDriver: Loading of "fmod" failed
Failed initializing audio driver "FMOD"
OpenGL 3.3 supported
Sys_GLInitialize: OpenGL information:
  Version: 4.6.0 NVIDIA 450.80.02
  Renderer: GeForce GTX 1060 6GB/PCIe/SSE2
  Vendor: NVIDIA Corporation
Capabilities:
  Compressed texture formats: 51
  Use texture compression: no
  Available texture units: 4
  Maximum texture anisotropy: 16
  Maximum texture size: 32768
  Line width granularity: 0.125
  Line width range: 0.5...10
^ : OpenGL Extensions:
^ :   AMD extensions:
    multi_draw_indirect, seamless_cubemap_per_texture, vertex_shader_layer,
    vertex_shader_viewport_index
^ :   ARB extensions:
    ES2_compatibility, ES3_1_compatibility, ES3_2_compatibility, ES3_compatibility,
    arrays_of_arrays, base_instance, bindless_texture, blend_func_extended,
    buffer_storage, clear_buffer_object, clear_texture, clip_control,
    color_buffer_float, compatibility, compressed_texture_pixel_storage,
    compute_shader, compute_variable_group_size, conditional_render_inverted,
    conservative_depth, copy_buffer, copy_image, cull_distance, debug_output,
    depth_buffer_float, depth_clamp, depth_texture, derivative_control,
    direct_state_access, draw_buffers, draw_buffers_blend, draw_elements_base_vertex,
    draw_indirect, draw_instanced, enhanced_layouts, explicit_attrib_location,
    explicit_uniform_location, fragment_coord_conventions, fragment_layer_viewport,
    fragment_program, fragment_program_shadow, fragment_shader,
    fragment_shader_interlock, framebuffer_no_attachments, framebuffer_object,
    framebuffer_sRGB, geometry_shader4, get_program_binary, get_texture_sub_image,
    gl_spirv, gpu_shader5, gpu_shader_fp64, gpu_shader_int64, half_float_pixel,
    half_float_vertex, imaging, indirect_parameters, instanced_arrays,
    internalformat_query, internalformat_query2, invalidate_subdata,
    map_buffer_alignment, map_buffer_range, multi_bind, multi_draw_indirect,
    multisample, multitexture, occlusion_query, occlusion_query2,
    parallel_shader_compile, pipeline_statistics_query, pixel_buffer_object,
    point_parameters, point_sprite, polygon_offset_clamp, post_depth_coverage,
    program_interface_query, provoking_vertex, query_buffer_object,
    robust_buffer_access_behavior, robustness, sample_locations, sample_shading,
    sampler_objects, seamless_cube_map, seamless_cubemap_per_texture,
    separate_shader_objects, shader_atomic_counter_ops, shader_atomic_counters,
    shader_ballot, shader_bit_encoding, shader_clock, shader_draw_parameters,
    shader_group_vote, shader_image_load_store, shader_image_size, shader_objects,
    shader_precision, shader_storage_buffer_object, shader_subroutine,
    shader_texture_image_samples, shader_texture_lod, shader_viewport_layer_array,
    shading_language_100, shading_language_420pack, shading_language_include,
    shading_language_packing, shadow, sparse_buffer, sparse_texture, sparse_texture2,
    sparse_texture_clamp, spirv_extensions, stencil_texturing, sync,
    tessellation_shader, texture_barrier, texture_border_clamp,
    texture_buffer_object, texture_buffer_object_rgb32, texture_buffer_range,
    texture_compression, texture_compression_bptc, texture_compression_rgtc,
    texture_cube_map, texture_cube_map_array, texture_env_add, texture_env_combine,
    texture_env_crossbar, texture_env_dot3, texture_filter_anisotropic,
    texture_filter_minmax, texture_float, texture_gather,
    texture_mirror_clamp_to_edge, texture_mirrored_repeat, texture_multisample,
    texture_non_power_of_two, texture_query_levels, texture_query_lod,
    texture_rectangle, texture_rg, texture_rgb10_a2ui, texture_stencil8,
    texture_storage, texture_storage_multisample, texture_swizzle, texture_view,

```

```
timer_query, transform_feedback2, transform_feedback3,  
transform_feedback_instanced, transform_feedback_overflow_query,  
transpose_matrix, uniform_buffer_object, vertex_array_bgra, vertex_array_object,  
vertex_attrib_64bit, vertex_attrib_binding, vertex_buffer_object, vertex_program,  
vertex_shader, vertex_type_10f_11f_11f_rev, vertex_type_2_10_10_10_rev,  
viewport_array, window_pos
```

```
^ : ATI extensions:
```

```
draw_buffers, texture_float, texture_mirror_once
```

```
^ : EXT extensions:
```

```
Cg_shader, abgr, bgra, bindable_uniform, blend_color, blend_equation_separate,  
blend_func_separate, blend_minmax, blend_subtract, compiled_vertex_array,  
depth_bounds_test, direct_state_access, draw_buffers2, draw_instanced,  
draw_range_elements, fog_coord, framebuffer_blit, framebuffer_multisample,  
framebuffer_multisample_blit_scaled, framebuffer_object, framebuffer_sRGB,  
geometry_shader4, gpu_program_parameters, gpu_shader4, import_sync_object,  
memory_object, memory_object_fd, multi_draw_arrays,  
multiview_texture_multisample, multiview_timer_query, packed_depth_stencil,  
packed_float, packed_pixels, pixel_buffer_object, point_parameters,  
polygon_offset_clamp, post_depth_coverage, provoking_vertex, raster_multisample,  
rescale_normal, secondary_color, semaphore, semaphore_fd,  
separate_shader_objects, separate_specular_color, shader_image_load_formatted,  
shader_image_load_store, shader_integer_mix, shadow_funcs, sparse_texture2,  
stencil_two_side, stencil_wrap, texture3D, texture_array, texture_buffer_object,  
texture_compression_dxt1, texture_compression_latc, texture_compression_rgtc,  
texture_compression_s3tc, texture_cube_map, texture_edge_clamp, texture_env_add,  
texture_env_combine, texture_env_dot3, texture_filter_anisotropic,  
texture_filter_minmax, texture_integer, texture_lod, texture_lod_bias,  
texture_mirror_clamp, texture_object, texture_sRGB, texture_sRGB_R8,  
texture_sRGB_decode, texture_shadow_lod, texture_shared_exponent,  
texture_storage, texture_swizzle, timer_query, transform_feedback2, vertex_array,  
vertex_array_bgra, vertex_attrib_64bit, window_rectangles, x11_sync_object
```

```
^ : EXT extensions:
```

```
framebuffer_mixed_formats
```

```
^ : IBM extensions:
```

```
rasterpos_clip, texture_mirrored_repeat
```

```
^ : KHR extensions:
```

```
blend_equation_advanced, blend_equation_advanced_coherent, context_flush_control,  
debug, no_error, parallel_shader_compile, robust_buffer_access_behavior,  
robustness, shader_subgroup
```

```
^ : KTX extensions:
```

```
buffer_region
```

```
^ : NV extensions:
```

```
ES1_1_compatibility, ES3_1_compatibility, alpha_to_coverage_dither_control,  
bindless_multi_draw_indirect, bindless_multi_draw_indirect_count,  
bindless_texture, blend_equation_advanced, blend_equation_advanced_coherent,  
blend_minmax_factor, blend_square, clip_space_w_scaling, command_list,  
compute_program5, conditional_render, conservative_raster,  
conservative_raster_dilate, conservative_raster_pre_snap_triangles,  
copy_depth_to_color, copy_image, depth_buffer_float, depth_clamp, draw_texture,  
draw_vulkan_image, explicit_multisample, feature_query, fence, fill_rectangle,  
float_buffer, fog_distance, fragment_coverage_to_color, fragment_program,  
fragment_program2, fragment_program_option, fragment_shader_interlock,  
framebuffer_mixed_samples, framebuffer_multisample_coverage, geometry_shader4,  
geometry_shader_passthrough, gpu_multicast, gpu_program4, gpu_program4_1,  
gpu_program5, gpu_program5_mem_extended, gpu_program_fp64, gpu_shader5,  
half_float, internalformat_sample_query, light_max_exponent, memory_attachment,  
multisample_coverage, multisample_filter_hint, occlusion_query,  
packed_depth_stencil, parameter_buffer_object, parameter_buffer_object2,  
path_rendering, path_rendering_shared_edge, pixel_data_range, point_sprite,  
primitive_restart, query_resource, query_resource_tag, register_combiners,  
register_combiners2, robustness_video_memory_purge, sample_locations,  
sample_mask_override_coverage, shader_atomic_counters, shader_atomic_float,  
shader_atomic_float64, shader_atomic_fp16_vector, shader_atomic_int64,  
shader_buffer_load, shader_storage_buffer_object, shader_subgroup_partitioned,  
shader_thread_group, shader_thread_shuffle, stereo_view_rendering,  
texgen_reflection, texture_barrier, texture_compression_vtc,  
texture_env_combine4, texture_multisample, texture_rectangle,
```

```

texture_rectangle_compressed, texture_shader, texture_shader2, texture_shader3,
transform_feedback, transform_feedback2, uniform_buffer_unified_memory,
vdpau_interop, vdpau_interop2, vertex_array_range, vertex_array_range2,
vertex_attrib_integer_64bit, vertex_buffer_unified_memory, vertex_program,
vertex_program1_1, vertex_program2, vertex_program2_option, vertex_program3,
viewport_array2, viewport_swizzle
^ : NVX extensions:
blend_equation_advanced_multi_draw_buffers, conditional_render, gpu_memory_info,
nvenc_interop, progress_fence
^ : OVR extensions:
multiview, multiview2
^ : S3 extensions:
s3tc
^ : SGIS extensions:
generate_mipmap, texture_lod
^ : SGIX extensions:
depth_texture, shadow
^ : SUN extensions:
slice_accum
^ : Extensions (GLX):
^ : GLX extensions:
ARB_context_flush_control, ARB_create_context, ARB_create_context_no_error,
ARB_create_context_profile, ARB_create_context_robustness, ARB_fbconfig_float,
ARB_get_proc_address, ARB_multisample, EXT_buffer_age,
EXT_create_context_es2_profile, EXT_create_context_es_profile,
EXT_framebuffer_sRGB, EXT_import_context, EXT_stereo_tree, EXT_swap_control,
EXT_swap_control_tear, EXT_texture_from_pixmap, EXT_visual_info,
EXT_visual_rating, NV_copy_image, NV_delay_before_swap, NV_float_buffer,
NV_multigpu_context, NV_robustness_video_memory_purge, SGIX_fbconfig,
SGIX_pbuffer, SGI_swap_control, SGI_video_sync

```

Audio configuration:

```

Music: SDLMixer::Music
SFX:   SDLMixer

```

Using paths.iwaddir: /usr/share/games/doom

```

libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: known incorrect sRGB profile

```

Locating "HACX - Twitch 'n Kill"...

```

! hacx.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "Chex(R) Quest"...

```

! chex.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "Final DOOM: TNT: Evilution"...

```

! tnt.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "Final DOOM: The Plutonia Experiment"...

```

! plutonia.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "FreeDM"...

```

! freedm.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "DOOM 2: Hell on Earth"...

```

! doom2.wad or doom2f.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "Ultimate DOOM"...

```

! doom.wad or doomu.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
=> Not playable (incomplete resources)

```

Locating "DOOM Registered"...

```

! doom.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
⇒ Not playable (incomplete resources)
Locating "DOOM Shareware"...
! doom1.wad: missing
- libdoom.pk3: "(basedir)/data/jdoom/libdoom.pk3"
⇒ Not playable (incomplete resources)
Locating "Doom 64: Absolution"...
! doom64.wad: missing
- libdoom64.pk3: "(basedir)/data/jdoom64/libdoom64.pk3"
⇒ Not playable (incomplete resources)
Locating "Heretic: Shadow of the Serpent Riders"...
! heretic.wad: missing
- libheretic.pk3: "(basedir)/data/jheretic/libheretic.pk3"
⇒ Not playable (incomplete resources)
Locating "Heretic Registered"...
! heretic.wad: missing
- libheretic.pk3: "(basedir)/data/jheretic/libheretic.pk3"
⇒ Not playable (incomplete resources)
Locating "Heretic Shareware"...
! heretic1.wad: missing
- libheretic.pk3: "(basedir)/data/jheretic/libheretic.pk3"
⇒ Not playable (incomplete resources)
Locating "Hexen: Deathkings of the Dark Citadel"...
! hexen.wad: missing
! hexdd.wad: missing
- libhexen.pk3: "(basedir)/data/jhexen/libhexen.pk3"
⇒ Not playable (incomplete resources)
Locating "Hexen"...
- libhexen.pk3: "(basedir)/data/jhexen/libhexen.pk3"
! hexen.wad: missing
⇒ Not playable (incomplete resources)
Locating "Hexen v1.0"...
! hexen.wad: missing
- libhexen.pk3: "(basedir)/data/jhexen/libhexen.pk3"
⇒ Not playable (incomplete resources)
Locating "Hexen 4-map Demo"...
! hexen.wad or machexendemo.wad or hexendemo.wad: missing
- libhexen.pk3: "(basedir)/data/jhexen/libhexen.pk3"
⇒ Not playable (incomplete resources)
Locating "Hexen 4-map Beta Demo"...
! hexen.wad or hexenbeta.wad or machexendemo.wad or hexendemo.wad: missing
- libhexen.pk3: "(basedir)/data/jhexen/libhexen.pk3"
⇒ Not playable (incomplete resources)
Def_Read: Parsing definition files...
^ : Definitions:
^ : 7 materials
ResourceSystem: Model init completed in 0.00 seconds
Game could not be selected automatically
Starting tutorial (not shown before)
MasterWorker: Received 1 servers from master
libpng warning: iCCP: known incorrect sRGB profile
std::bad_alloc
Application terminated due to exception:
std::bad_alloc

Restoring original display mode due to shutdown
Z_Shutdown: Used 1 volumes, total 33554432 bytes.

```

History

#1 - 2020-12-05 00:14 - noloader

Here is a backtrace under GDB. The program was started with `gdb doomsday`. Then a breakpoint was set with `catch throw std::bad_alloc`.

```

r
...
Thread 1 "doomsday" hit Catchpoint 2 (exception thrown), 0x00007ffff4747d1d in __cxa_throw () from /usr/lib/x8

```

```

6_64-linux-gnu/libstdc++.so.6
(gdb) bt
#0 0x00007ffff4747d1d in __cxa_throw ()
    at /usr/lib/x86_64-linux-gnu/libstdc++.so.6
#1 0x00007ffff4d39b32 in () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#2 0x00007ffff7556615 in QVectorLengthArray<QChar, 1024>::realloc(int, int) ()
    at /usr/lib/games/doomsday/libdeng_core.so.2
#3 0x00007ffff75568e3 in de::internal::JSONParser::parseString() ()
    at /usr/lib/games/doomsday/libdeng_core.so.2
#4 0x00007ffff75576e0 in de::internal::JSONParser::parseObject() ()
    at /usr/lib/games/doomsday/libdeng_core.so.2
#5 0x00007ffff7555c50 in de::parseJSON(de::String const&) ()
    at /usr/lib/games/doomsday/libdeng_core.so.2
#6 0x000055555583675c in ()
#7 0x00005555558dc0bc in ()
#8 0x00007ffff4e68f70 in QMetaObject::activate(QObject*, QMetaObject const*, int, void**) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#9 0x00007ffff521dce2 in QNetworkAccessManager::finished(QNetworkReply*) ()
    at /usr/lib/x86_64-linux-gnu/libQtNetwork.so.4
#10 0x00007ffff521f052 in () at /usr/lib/x86_64-linux-gnu/libQtNetwork.so.4
#11 0x00007ffff4e68f70 in QMetaObject::activate(QObject*, QMetaObject const*, int, void**) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#12 0x00007ffff5240b42 in () at /usr/lib/x86_64-linux-gnu/libQtNetwork.so.4
#13 0x00007ffff52bab05 in () at /usr/lib/x86_64-linux-gnu/libQtNetwork.so.4
#14 0x00007ffff4e6ed11 in QObject::event(QEvent*) ()
    at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#15 0x00007ffff56d603c in QApplicationPrivate::notify_helper(QObject*, QEvent*) () at /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#16 0x00007ffff56dcf76 in QApplication::notify(QObject*, QEvent*) ()
    at /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#17 0x00007ffff6ddcdee in de::GuiApp::notify(QObject*, QEvent*) ()
    at /usr/lib/games/doomsday/libdeng_gui.so.1
#18 0x00007ffff4e548ad in QCoreApplication::notifyInternal(QObject*, QEvent*) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#19 0x00007ffff4e58366 in QCoreApplicationPrivate::sendPostedEvents(QObject*, int, QThreadData*) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#20 0x00007ffff4e8509e in () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#21 0x00007ffffef30b417 in g_main_context_dispatch ()
    at /usr/lib/x86_64-linux-gnu/libglib-2.0.so.0
#22 0x00007ffffef30b650 in () at /usr/lib/x86_64-linux-gnu/libglib-2.0.so.0
#23 0x00007ffffef30b6dc in g_main_context_iteration ()
    at /usr/lib/x86_64-linux-gnu/libglib-2.0.so.0
#24 0x00007ffff4e8520e in QEventDispatcherGlib::processEvents(QFlags<QEventLoop::ProcessEventsFlag>) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#25 0x00007ffff5783666 in () at /usr/lib/x86_64-linux-gnu/libQtGui.so.4
#26 0x00007ffff4e5312f in QEventLoop::processEvents(QFlags<QEventLoop::ProcessEventsFlag>) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#27 0x00007ffff4e53495 in QEventLoop::exec(QFlags<QEventLoop::ProcessEventsFlag>---Type <return> to continue, or q <return> to quit---
) () at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#28 0x00007ffff4e59459 in QCoreApplication::exec() ()
    at /usr/lib/x86_64-linux-gnu/libQtCore.so.4
#29 0x00007ffff6ddccc7 in de::GuiApp::execLoop() ()
    at /usr/lib/games/doomsday/libdeng_gui.so.1
#30 0x0000555555f1565 in main ()
(gdb) c
Continuing.
[Thread 0x7ffffdf7fe700 (LWP 28128) exited]
[Thread 0x7ffff52543700 (LWP 28150) exited]
std::bad_alloc
[Thread 0x7ffff83ffd700 (LWP 28140) exited]
[Thread 0x7ffff9090a700 (LWP 28139) exited]
[Thread 0x7ffff827fa700 (LWP 28143) exited]
[Thread 0x7ffffd58e4700 (LWP 28129) exited]
Application terminated due to exception:
std::bad_alloc

[Thread 0x7ffff82ffb700 (LWP 28142) exited]
[Thread 0x7ffff81ff9700 (LWP 28144) exited]
[Thread 0x7ffff9110b700 (LWP 28138) exited]
[Thread 0x7ffff9190c700 (LWP 28137) exited]
[Thread 0x7ffff51138700 (LWP 28151) exited]
[Thread 0x7ffff817f8700 (LWP 28145) exited]
[Thread 0x7ffff9f7fe700 (LWP 28135) exited]
[Thread 0x7ffff9210d700 (LWP 28136) exited]

```

```
[Thread 0x7fff837fc700 (LWP 28141) exited]
[Thread 0x7fff9ffff700 (LWP 28133) exited]
[Thread 0x7fffb49a9700 (LWP 28131) exited]
[Thread 0x7fffb49ea700 (LWP 28130) exited]
Restoring original display mode due to shutdown
```

And frame 2, which is not very helpful:

```
(gdb) info frame 2
Stack frame at 0x7fffffff030:
  rip = 0x7fff7556615 in QVarLengthArray<QChar, 1024>::realloc(int, int);
    saved rip = 0x7fff75568e3
  called by frame at 0x7fffffff8d0, caller of frame at 0x7fffffff000
Arglist at 0x7fffffbff8, args:
Locals at 0x7fffffbff8, Previous frame's sp is 0x7fffffff030
Saved registers:
  rbx at 0x7fffffff000, rbp at 0x7fffffff008, r12 at 0x7fffffff010,
  r13 at 0x7fffffff018, r14 at 0x7fffffff020, rip at 0x7fffffff028
```

#2 - 2020-12-06 17:29 - skyjake

Hello, welcome to Doomsday! :)

This is a very old version you are using. 1.15.8 was released about four years ago.

The problem seems to be that it's trying to contact the engine.net website for information but it receives something that it fails to parse correctly. Responses from the website have changed during the Doomsday 2.x releases.

We could test this theory if you disable your network connection and try to start Doomsday then.