

## Doomsday Engine - Bug #259

### Segmentation Violation

2005-10-07 23:29 - rrw00ds

<b>Status:</b> Closed	<b>Start date:</b> 2005-10-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> Was in E1M7. Got the blue key, came out to kill the monsters to the right of the red door, killed two monsters and looked at a third, then the game crashed. A window opened with the last five lines of the Doomsday.out file.  Was not able to recreate.  <b>Labels:</b> Gameplay	

#### History

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##### #1 - 2005-10-07 23:29 - rrw00ds

doomsday.out as requested

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/1aa9ca04/77b1/attachment/Doomsday.out.txt](http://sourceforge.net/p/deng/bugs/_discuss/thread/1aa9ca04/77b1/attachment/Doomsday.out.txt)

##### #2 - 2005-10-09 05:47 - rrw00ds

Logged In: YES  
user\_id=929451

Update - Happens repeatedly, in seemingly random places.  
Not able to recreate any specific instance.

##### #3 - 2006-08-02 23:04 - danij

Logged In: YES  
user\_id=849456

I'm closing this as its too old (and not very specific). We may have already fixed the cause of the original crash too.