

Doomsday Engine - Bug #659

Can't run doomsday on FreeBSD

2009-04-03 11:22 - vcub

Status: Closed	Start date: 2009-04-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description	
Hello!	
<pre>1. /usr/local/bin/deng -g jheretic Z_Create: New 32.0 MB memory volume. determineGlobalPaths: Base path = /usr/local/share/deng/ Con_Init: Initializing the console. Executable: Version 1.9.0-beta6.1 +R Apr 3 2009 (DGL). Sys_InitWindowManager: Using SDL window management. While opening dynamic library /usr/local/lib/libjheretic.so: /usr/local/lib/libjheretic.so: Undefined symbol "S_ConsoleSound" loadGamePlugin: Loading of libjheretic.so failed ((null)). Error loading game library.Z_Shutdown: Used 1 volumes, total 33554432 bytes.</pre>	
Same problem with jHexen and jDoom.	
WBR	
Labels: Startup	

History

#1 - 2009-07-10 04:03 - vcub

Same problem with 1.9.0-beta6.3.

#2 - 2009-07-10 06:06 - skyjake

Could you check if S_ConsoleSound is exported from the doomsday executable? E.g., with:

```
nm /where/ever/it/is/doomsday | grep ConsoleSound
```

#3 - 2009-07-10 07:58 - vcub

FreeBSD uses strip without WITH_DEBUG option. Here is a testcase with WITH_DEBUG option:

```
1. nm /usr/local/bin/doomsday | grep ConsoleSound
   080e03d3 T S_ConsoleSound
```

```
1. /usr/local/bin/doomsday -g jheretic
   Z_Create: New 32.0 MB memory volume.
   determineGlobalPaths: Base path = /usr/local/share/deng/
   Con_Init: Initializing the console.
   Executable: Version 1.9.0-beta6.3 +R Jul 10 2009 (DGL).
   Sys_InitWindowManager: Using SDL window management.
   While opening dynamic library
   /usr/local/lib/libjheretic.so:
   /usr/local/lib/libjheretic.so: Undefined symbol "S_ConsoleSound"
   loadGamePlugin: Loading of libjheretic.so failed ((null)).
   Error loading game library.Z_Shutdown: Used 1 volumes, total 33554432 bytes.
```

But I got something interesting with libjheretic.so:

```
1. nm /usr/local/lib/libjheretic.so | grep ConsoleSound
   Bus error (core dumped)
```

#4 - 2009-10-13 02:03 - vcub

It's very strange. I've tested 1.9.0-beta6.7 and got another error:

```
$ /usr/local/bin/doomsday -g jheretic
Z_Create: New 32.0 MB memory volume.
determineGlobalPaths: Base path = /usr/local/share/deng/
Con_Init: Initializing the console.
Executable: Version 1.9.0-beta6.7 Oct 13 2009 (DGL).
Sys_InitWindowManager: Using SDL window management.
While opening dynamic library
/usr/local/lib/libjheretic.so:
/usr/local/lib/libjheretic.so: Undefined symbol "R_CreateColorPalette"
loadGamePlugin: Loading of libjheretic.so failed ((null)).
Error loading game library.Z_Shutdown: Used 1 volumes, total 33554432 bytes.
```