

## Doomsday Engine - Bug #961

### Hexen crashes on start-up with certain xccp models

2011-04-27 20:12 - sgparry

<b>Status:</b>	Closed	<b>Start date:</b>	2011-04-27
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b>			
<ol style="list-style-type: none"><li>1. Install clean copy of DoomsDay 1.9.0beta6.9 - add only Hexen WAD on Windows XP SP3</li><li>2. Within snowberry, add only jXCCP.pk3 add-on from <a href="http://cainx.free.fr/Jhexen/Xccp/deus-ex_jXCCP_v1.20.rar">http://cainx.free.fr/Jhexen/Xccp/deus-ex_jXCCP_v1.20.rar</a></li><li>3. tick add-on and select debug level 2</li><li>4. Start Hexen, select New Game -&gt; Mage Class -&gt; Sorcerer</li><li>5. Segmentation violation</li></ol> <p>Extensive trial and error has shown me that the presence several of the models, most notably the sapphire wand and one or more of the decor models cause the crash.</p>			
<b>Labels:</b> jHexen			

#### History

##### #1 - 2011-03-30 15:00 - sgparry

Doomsday output log

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/17bb9fee/6f91/attachment/doomsday.out.txt](http://sourceforge.net/p/deng/bugs/_discuss/thread/17bb9fee/6f91/attachment/doomsday.out.txt)

##### #2 - 2011-04-27 20:12 - sgparry

Narrow down the decor that causes the crash to the 'destructible tree' model....

##### #3 - 2011-05-01 22:48 - daniij

This issue should now be fixed.