

Doomsday Engine - Bug #983

Segmentation violation on start

2012-02-23 20:12 - vvv1

Status: Closed	Start date: 2012-02-23
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.7 Unstable	
Description Doomsday 1.9.7 build365 or newer generates "Segmentation violation" just after start. My OS is Windows XP Professional SP2 32 bit. Doomsday 1.9.7 build364 or older works fine for me.	
Labels: Startup	

History

#1 - 2012-02-14 00:47 - skyjake

Without knowing what you're trying to load it's difficult to say what could be going wrong.

Could you please attach the following from your Frontend/Snowberry runtime directory: Options.rsp, doomsday.out

Are your video card drivers up to date? I assume since you're on XP your computer is a bit older -- make sure the video card supports OpenGL 1.4 or newer.

#2 - 2012-02-24 15:20 - vvv1

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/3ef08989/8391/attachment/doomsday.out

#3 - 2012-02-24 20:57 - vvv1

Finally I was able to start newest builds. I started Doom from "I:\Games\Doomsday\snowberry\runtime" with the following options:
I:\Games\Doomsday\bin\Doomsday.exe -wh 1280 1024 -sbd -game jdoom -iwad C:\GAMES
\DOOM\DOOM.WAD

It works fine with build 364 and older. But generates "Segmentation violation" with newer builds. I replaced "-sbd" with "-bd .." and changed "-game jdoom" to "-game doom1-ultimate". "Segmentation violation" box appears if engine could not find doomsday.pk3 file due to incorrect basedir. I suppose, "-sbd" behaviour was changed in build 365.

#4 - 2012-02-24 20:58 - danij

The issue with -stdbasedir (-sbd) not working as expected on Windows should now be fixed for Monday's build.