

# nexuiz game always crashes: segmentation fault (core dumped)

---

*Source:* <http://linux.derkeiler.com/Mailing-Lists/Ubuntu/2007-05/msg02193.html>

---

- *From:* [ubunt2@xxxxxxxxxx](mailto:ubunt2@xxxxxxxxxx)
  - *Date:* Sun, 27 May 2007 22:06:58 -0700
- 

Hello,

I added nexuiz game into my 1 week new ubuntu system and it always crashes. Here is the terminal printout. Please help a newbie. Thank you. PLEASE reply directly to the email address (mine!) that this message is sent from. Thanks.

JC

-----Start of Printout-----

```
~$ nexuiz
Console initialized.
Nexuiz Linux 23:49:57 Feb 7 2007
Trying to load library... "libz.so.1" - loaded.
Compressed files support enabled
Added packfile /usr/share/games/nexuiz/data/data20070123.pk3 (2875 files)
Trying to load library... "libcurl.so.3" - loaded.
cURL support enabled
Initializing client
Failed to init SDL joystick subsystem:
Trying to load library... "libvorbis.so.0" - loaded.
Trying to load library... "libvorbisfile.so.3" - loaded.
Ogg Vorbis support enabled
couldn't exec config.cfg
couldn't exec data/campaign.cfg
couldn't exec autoexec.cfg
Starting video system
Video: fullscreen 800x600x32x60hz
Linked against SDL version 1.2.11
Using SDL library version 1.2.11
checking for OpenGL 1.1.0... enabled
GL_VENDOR: Tungsten Graphics, Inc.
GL_RENDERER: Mesa DRI R300 20060815 x86/MMX+/3DNow!+/SSE2 TCL
GL_VERSION: 1.3 Mesa 6.5.2
GL_EXTENSIONS: GL_ARB_fragment_program GL_ARB_imaging GL_ARB_multisample
GL_ARB_multitexture GL_ARB_texture_border_clamp GL_ARB_texture_compression
GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_texture_env_combine
```

nexuiz game always crashes: segmentation fault (core dumped)

GL\_ARB\_texture\_env\_crossbar GL\_ARB\_texture\_env\_dot3 GL\_MESAX\_texture\_float  
GL\_ARB\_texture\_mirrored\_repeat GL\_ARB\_texture\_rectangle  
GL\_ARB\_transpose\_matrix GL\_ARB\_vertex\_buffer\_object GL\_ARB\_vertex\_program  
GL\_ARB\_window\_pos GL\_EXT\_abgr GL\_EXT\_bgra GL\_EXT\_blend\_color  
GL\_EXT\_blend\_equation\_separate GL\_EXT\_blend\_func\_separate  
GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract GL\_EXT\_clip\_volume\_hint  
GL\_EXT\_compiled\_vertex\_array GL\_EXT\_convolution GL\_EXT\_copy\_texture  
GL\_EXT\_draw\_range\_elements GL\_EXT\_gpu\_program\_parameters GL\_EXT\_histogram  
GL\_EXT\_packed\_pixels GL\_EXT\_polygon\_offset GL\_EXT\_rescale\_normal  
GL\_EXT\_secondary\_color GL\_EXT\_separate\_specular\_color GL\_EXT\_stencil\_wrap  
GL\_EXT\_subtexture GL\_EXT\_texture GL\_EXT\_texture3D GL\_EXT\_texture\_edge\_clamp  
GL\_EXT\_texture\_env\_add GL\_EXT\_texture\_env\_combine GL\_EXT\_texture\_env\_dot3  
GL\_EXT\_texture\_filter\_anisotropic GL\_EXT\_texture\_lod\_bias  
GL\_EXT\_texture\_mirror\_clamp GL\_EXT\_texture\_object GL\_EXT\_texture\_rectangle  
GL\_EXT\_vertex\_array GL\_APPLE\_packed\_pixels GL\_ATI\_blend\_equation\_separate  
GL\_ATI\_texture\_env\_combine3 GL\_ATI\_texture\_mirror\_once GL\_IBM\_rasterpos\_clip  
GL\_I