

## Doomsday Engine - Bug #356

### HEXEN - DKODC - Mage - Segment Violation in MAP08

2006-09-03 03:17 - stephenhowe

<b>Status:</b> Closed	<b>Start date:</b> 2006-09-03
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b>	
Hi	
Hexen add on - Death Kings of Dark Citadel	
This is a tricky bug and I believe may be caused by a node building problem for MAP08 - "Constables Gate" - start level of 2nd hub.	
At the time I noticed it for Doomsday Engine version 1.8.6 but I believe the same problem occurs for the latest 1.9.0.-Beta4	
The cause of the violation I think is the "head" of the Bloodscourge - the final segment of the 4th weapon for the Mage.	
Some background material	
(i) Start a map editor and locate the "head" of the Bloodscourge. It should be just before a teleport to "Locus Requiescat".	
(ii) Now if you visit there as Mage on the original Hexen DKofDC, the "head" is present, bobbing	
(iii) Now if you visit there as Mage on JHEXEN 1.8.6, the "head" is missing and I have sometimes seen "segment violation" on the map loads.	
I think it is symptomatic of the problems playing this level as Mage because JHEXEN tends to crash on this level.	
Stephen Howe	
<b>Labels:</b> jHexen	

#### History

##### #1 - 2006-09-03 06:02 - zachkeene

Logged In: YES  
user\_id=1103163

Works for me on Linux/SVN 3814.

##### #2 - 2006-09-04 02:53 - stephenhowe

Logged In: YES  
user\_id=1071665

I can demonstrate a difference between DKoDC (original version) and JHEXEN version

- 1) Start DKoDC
- 2) Choose Mage, penultimate difficulty setting
- 3) Do VISIT08, SATAN, CASPER

- 4) Now walk to portal to Locus Requiescat.
- 5) In the original version of DKODC, the "head" of the Bloodscourge will be bobbing in front of the portal.
- 6) For JHexen it is missing. So where is it?

Stephen Howe

**#3 - 2006-09-04 04:51 - zachkeene**

Logged In: YES  
user\_id=1103163

I don't have 1.9.0beta4 or earlier around to check if they're broken, but as of recent SVN versions the Bloodscourge head is right where it should be, hovering just above the floor in front of the portal.