Doomsday Engine - Bug #385

Hexen Common CTD - Segmentation Violation

2006-12-11 16:17 - davecousineau

Status:	Closed	**Start date:**	2006-12-11
Priority:	High	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta4		

Description

There seems to be a bug causing a CTD directly related to damaging an unactive enemy. Its not 100% but if I come upon an enemy that is motionless and not yet active and i damage it there is a very good chance (25-50%) that i will get a Segmentation Violation error. If i reload and do it again, i still have a random chance of a crash. (it may or may not happen on the same mob).

Doesn't seem to relate to any video or audio settings, though i can't be sure. Also not sure if this is all of Doomsday or just hexen. I don't see why it would be limited to hexen, but i dont have a deep enough knowledge of things to know.

The specifics of my current situation is shooting the Green Chaos Serpents that are just inside the temple on ShadowWood with the SerpentStaff missles (before the mobs are active).

Labels: Gameplay

History

#1 - 2006-12-27 14:57 - danij

Logged In: YES
user_id=849456
Originator: NO

Can you try disabling particle effects and re-test the problem.

#2 - 2006-12-30 16:44 - davecousineau

Logged In: YES
user_id=1665811
Originator: YES

yeah, tried turning off every graphical effect including textures, still happens.

#3 - 2007-04-30 17:12 - danij

Logged In: YES
user_id=849456
Originator: NO

This should now be fixed in svn for 1.9.0-beta6.

#4 - 2007-05-28 06:18 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

closing - fixed in svn