

## Doomsday Engine - Bug #792

### Heretic slowdown leading to Blue Screen error

2009-09-28 22:48 - roffalcopter

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-28
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

OK, so I'm pretty sure this one is related to the second case I cited on this topic: [http://sourceforge.net/tracker/?func=detail&aid=2862772&group\\_id=74815&atid=542099](http://sourceforge.net/tracker/?func=detail&aid=2862772&group_id=74815&atid=542099). However, it seems to me that both this bug and the other one which I spent most of my time talking on that report are different ones, so I figured out I should add a new report here for this one. This one seems to be quite grave, as it leads to a blue screen error.

Basically, I was on the level after The Glacier on Episode 2, don't remember what it is now, what I exactly did to get this was I got to that room with water and an elevator that comes down automatically when you get near it, I'm supposing there is a green key on the top somewhere as there was a green door a little bit ahead. As soon as I exited the elevator, I turned left and went down some stairs into a small room with a bishop, which I gladly shot with my Dragonclaw (I think that's the name of that chaingun weapon right?) However, there wasn't much space to dodge, so I just went full auto and ran against it and tried side strafing as much as I could. However, soon he attacked me, and since there wasn't much space and his attack can cover quite an area, it hit me at point blank, I didn't even see the projectiles. All that happened was a massive slowdown. I couldn't get out of it this time. Randomly the game would run a little bit further and then lock up again. The music was still playing. Sometimes the bishop's random sounds would play (don't know what it's called those sounds they make when they are moving around). I tried pressing ESC, alt+f4, tried using the arrow keys, after some time the menu came up but I couldn't do anything anyway. Soon, it gave me a blue screen error. The error was STOP 0x0000008E (didn't memorize the numbers that came in parenthesis), and I think it said something about nv4\_mini.exe on the next line but I'm not too sure about this one.

This could or could not be a problem with my computer, though, I remember getting a similar crash with Unreal Tournament 2004 before, but I think it didn't give me a blue screen error, but anyway right now it happened two times while playing jHeretic, so it's better to be safe about this and report it here.

**Labels:** jHeretic Gameplay

#### History

##### #1 - 2009-09-28 22:11 - danij

This is a fairly common and well known issue with the older Nvidia display adaptor drivers. There is nothing we can do about it.

For more information on this look here (but ignore the second post, its not due to malware):

<http://www.techspot.com/vb/all/windows/t-96864-Windows-XPSP2-Page-fault-in-nonpaged-area-BSOD.html>

My advice is to start by ensuring your running up-to-date video drivers.