

## Doomsday Engine - Bug #1062

### [Hexen] Warp cheat not quite functioning

2012-06-30 21:28 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2012-06-30
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.9.9		
<b>Description</b>			
The warp cheat in HeXen doesn't appear to be functioning quite correctly.			
HeXen 1.1 allows warping to Map 41, when it doesn't exist in that version (it only exists in HeXen 1.0 and the 1.1 patch removes it from the Iwad).			
HeXen DK, allows warping to Maps 21-31, when they don't exist. Interestingly, these maps do exist in the original HeXen however.			
In all cases, these warps take the player to a clone of HeXen map01 with a broken sky; depending on the warp entered, the sky is either present but doesn't animate or is completely missing.			
<b>Labels:</b> jHexen			

#### History

##### #1 - 2012-06-30 21:37 - skyjake

I committed a change that only allows warping to maps defined in MAPINFO.

##### #2 - 2012-07-03 09:51 - vermil

Does that deal with map definitions in the Mapinfo lump that have no physical maps associated with them?

Both HeXen (1.0 and 1.1) and DK's Mapinfo lumps contain left over entries for maps that don't actually exist in the Iwads.

Dday needs to both check the Mapinfo lump and then whether the map it links to actually exists, before allowing a warp.

##### #3 - 2012-07-03 10:13 - skyjake

At least "warp" verifies that the map is present in the WAD directory before commencing the map change. Not sure about "setmap"...

##### #4 - 2012-07-03 11:23 - danij

- **summary:** [HeXen] Warp cheat not quite functioning --> [Hexen] Warp cheat not quite functioning

##### #5 - 2013-07-17 09:11 - danij

The fault here is that neither the warp cheat or the console command prevent the user from attempting to load a non existent map.