

## Doomsday Engine - Bug #1955

### [Hexen] Sherlock cheat gives wrong items

2015-01-29 01:22 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2015-01-29
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.15		
<b>Description</b>			
The SHERLOCK cheat code in HeXen is incorrectly giving all artefacts instead of all puzzle pieces.			

#### Associated revisions

##### Revision caa6df59 - 2015-01-29 23:59 - daniij

Fixed|Hexen: 'Sherlock' cheat gives wrong items in Hexen (typo)

IssueID #1955

#### History

##### #1 - 2015-01-29 02:12 - daniij

- Category set to Regression
- Status changed from New to In Progress
- Assignee set to daniij
- Target version set to 1.15
- % Done changed from 0 to 100

##### #2 - 2015-01-29 23:59 - daniij

- Status changed from In Progress to Resolved

##### #3 - 2015-01-30 12:54 - skyjake

- Tags changed from Hexen, cheats to Hexen, Gameplay, Cheat

##### #4 - 2015-02-07 00:05 - daniij

- Status changed from Resolved to Closed