

Doomsday Engine - Bug #2043

[Hexen] Puzzle item use regression

2015-05-09 21:40 - vermil

Status:	Closed	Start date:	2015-05-09
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Vanilla emulation		
Target version:	1.15		
Description			
<p>In modern Dday attempting to use either an artefact or a puzzle item that can't be used (for instance, the player already has full health or is trying to use a puzzle item somewhere it can't be used), scrolls the inventory to the next item in ones inventory.</p> <p>However, in Vanilla HeXen and also Dday 1.8.6, the inventory is only scrolled when the player attempts to unsuccessfully use an artefact. In Vanilla HeXen attempting to unsuccessfully use a puzzle item does not scroll the inventory.</p> <p>This regression makes placing the gems in the in the Heresiarch's far more time consuming in modern Dday than it was in Vanilla or 1.8.6 :p</p>			

Associated revisions

Revision 5ad8c86c - 2015-05-12 22:36 - skyjake

Fixed|Hexen: Unsuccessful use of puzzle item should not move cursor

A simple oversight, it seems. 'lastUsed' was always IIT_NONE in this scope.

IssueID #2043

Revision 35cb1b44 - 2015-05-12 22:37 - skyjake

Fixed|Hexen: Unsuccessful use of puzzle item should not move cursor

A simple oversight, it seems. 'lastUsed' was always IIT_NONE in this scope.

IssueID #2043

History

#1 - 2015-05-10 10:54 - skyjake

- Tags set to Hexen, Inventory, Gameplay
- Category set to Vanilla emulation
- Assignee set to skyjake

#2 - 2015-05-12 22:40 - skyjake

- Status changed from New to Closed
- Target version set to 1.15
- % Done changed from 0 to 100

#3 - 2015-05-12 22:41 - skyjake

Good catch, vermil! This was apparently just a simple typo/oversight in the revised inventory code.