

Doomsday Engine - Bug #2157

[Hexen] Rotating doors are only rotating once in Heresiarch Seminary (ACS gets stuck waiting for notification)

2016-04-05 22:25 - theleo\_ua

Status:	Closed	Start date:	2016-04-05
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.0 – Home UI & Packages		
Description			
Hexen: Rotating doors are only rotating once in Heresiarch Seminary, so it's impossible to get icon of the defender and part3 of weapon 4 at the single run			
1) Go to map13 (visit13 cheat is acceptable)			
2) Go to the room where exit to "orchard of lamentations" located			
3) Destroy 2 trees, which hiding a button, then press this button			
Actual result: Rotating doors are only rotating once			
Expected result: Rotating doors should be rotated multiple times, as in vanilla			
4) Try to pickup part3 of weapon 4 (or icon of the defender)			
Actual result: it's impossible now to pickup icon of the defender (or part3 of weapon 4)			
Expected result: should be possible to pickup both icon of the defender and part3 of weapon 4			

Associated revisions

Revision 2a8fb308 - 2017-01-02 10:11 - skyjake

Fixed|Hexen: Doors in map 13 rotate only once

Removed a seemingly unnecessary check in p\_mapspec.cpp that sometimes prevented scripts from being notified about the completion of polyobj rotation.

Whenever the polyobj/sector notification functions are called, the corresponding thinker is immediately destroyed afterwards. If this notification is ignored, ACS scripts will miss the notification completely since a second try never occurs.

IssueID #2157

History

#1 - 2016-04-10 21:52 - theleo\_ua

reproduced in 1.15.8

#2 - 2016-11-04 18:24 - skyjake

- Tags set to Hexen, Gameplay
- Subject changed from Hexen: Rotating doors are only rotating once in Heresiarch Seminary to [Hexen] Rotating doors are only rotating once in Heresiarch Seminary
- Category set to Defect
- Assignee changed from Deng Team to skyjake
- Target version set to 2.0 – Home UI & Packages

#3 - 2016-11-20 14:44 - skyjake

- Priority changed from Normal to High

#4 - 2016-12-24 13:06 - theleo\_ua

I started playing Deathkings with 1.15.8, and noticed, that map03 sump contains "moving columns" with strange behavior which can "ruin your

savegame". There are 3 flame masks on that map, and 2 of them can be picked up only if those "moving columns" starting to move.

The bug is next: while one of the columns starting to move after I use flame mask on wall and finish respective third of the map, second column doesn't want to start to move (after finishing second third of map03), so it's impossible to collect all 3 flame masks in level.

Workaround:

- 1) collect emerald and swamp key on map02
- 2) go to map06 brackenwood
- 3) find exit to map03 and go to map03 from map06 brackenwood
- 4) respective walls are moving so you can collect "hidden" flame mask now
- 5) finish all map03 as usual, so now you can collect all 3 flame masks, because second "moving columns" will move

Question: is this related to rotating doors in map13, or should be separate issue?

**#5 - 2017-01-02 09:47 - skyjake**

- Status changed from New to In Progress

**#6 - 2017-01-02 10:05 - skyjake**

- Category changed from Defect to Regression

**#7 - 2017-01-02 10:12 - skyjake**

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

**#8 - 2017-01-02 10:14 - skyjake**

theleo\_ua wrote:

Question: is this related to rotating doors in map13, or should be separate issue?

It could be related. The problem was that scripts were not always being notified of sectors and polyobjs finishing their movement. If a script was waiting for this notification, they may have gotten stuck. Please test again when the new build is available.

**#9 - 2017-01-02 10:17 - skyjake**

- Subject changed from [Hexen] Rotating doors are only rotating once in Heresiarch Seminary to [Hexen] Rotating doors are only rotating once in Heresiarch Seminary (ACS gets stuck waiting for notification)

**#10 - 2017-01-03 23:00 - skyjake**

- Status changed from Resolved to Closed