Doomsday Engine - Bug #231

text not found!

2005-04-09 16:44 - alinezhad

Status:ClosedStart date:2005-04-09Priority:Low% Done:100%Assignee:Category:Target version:1.7.10

Description

Using doomsday, when an episode of a game (e.g. hexen) reaches to its end, a page is shown that is expected to have something written on it. But, the only thing we see on that page, is "not found"!
What is this problem?

Thank you for your notice, Bahram Alinezhad, Rudehen, Tehran, Iran.

Labels: ¡Hexen

History

#1 - 2005-04-09 21:28 - skyjake

Logged In: YES user_id=717323

jHexen is supposed to be used with Hexen v1.1. Upgrade your original Hexen with the patch that can be downloaded from, for example, www.doomsdayhg.com.

#2 - 2005-04-11 19:38 - alinezhad

Logged In: YES user_id=1241178

wrote:

jHexen is supposed to be used with Hexen v1.1. Upgrade your original Hexen with the patch that can be downloaded from, for example, www.doomsdayhq.com.

Thank you for your answer Jaakko;

It seems (from its readme and its log) that that patch has no effect on the wad file; It only modifies hexen.exe and some other files in order to get some features. When we use "doomsday", we only deal with the wad file.

Anyhow, I downloaded and applied that patch, but it didn't accept my hexen.exe! (In DOS).

Thank you for your notice, Bahram Alinezhad, Rudehen, Tehran, Iran.

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