

## Doomsday Engine - Bug #2327

### [Heretic] Linetype 98 is nonfunctional

2019-04-18 08:02 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2019-04-18
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Regression	
<b>Target version:</b> 2.2 (2019)	
<b>Description</b>	
Linetype 98 is in functional in Heretic; it does nothing.	
The same linetype appears to work fine in Doom.	
<a href="http://talk.dengine.net/discussion/2696/wr-floor-lower-to-8-above-highest-floor-action-does-not-work">http://talk.dengine.net/discussion/2696/wr-floor-lower-to-8-above-highest-floor-action-does-not-work</a>	

#### Associated revisions

##### Revision 3a4b63be - 2019-11-26 11:52 - skyjake

Fixed|Heretic: Line special 98 is missing

IssueID #2327

#### History

##### #1 - 2019-11-26 11:53 - skyjake

- Category set to Regression
- Status changed from New to In Progress
- Assignee set to skyjake
- Target version changed from 2.3.x to 2.2 (2019)
- % Done changed from 0 to 100

Line special 98 was completely missing from p\_spec.cpp in Heretic.

Now using code from vanilla Heretic. Please test to see if this works as intended.

##### #2 - 2019-11-30 15:42 - skyjake

- Status changed from In Progress to Resolved

##### #3 - 2019-12-15 20:56 - skyjake

- Subject changed from Linetype 98 is in functional in Heretic to [Heretic] Linetype 98 is nonfunctional

##### #4 - 2019-12-17 11:18 - skyjake

- Status changed from Resolved to Closed