

## Doomsday Engine - Bug #299

### Firemace unselectable

2006-06-02 18:46 - nuerosphere

<b>Status:</b> Closed	<b>Start date:</b> 2006-06-02
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> The Firemace is unselectable by pressing "7" on the keyboard.  Temporary workaround: Scroll through weapons using nextweapon/preweapon\  <b>Labels:</b> jHeretic Gameplay	

### History

#### #1 - 2006-06-02 19:00 - zachkeene

Logged In: YES  
user\_id=1103163

Bug again confirmed on Linux.

#### #2 - 2006-06-02 21:46 - zachkeene

Logged In: YES  
user\_id=1103163

Worse, the firemace is unselectable no matter what you have "weapon7" bound to.

I fixed it by changing line 857 of Src/Common/g\_controls.c to:

```
for(i = 0; i < NUMWEAPONS - 1; i++)
```

#### #3 - 2006-06-02 22:11 - zachkeene

Logged In: YES  
user\_id=1103163

Ah, I see. Somebody removed wp\_beak from the weapontype\_t enum in jHeretic's Doomdefs.h (thus reducing the value of NUMWEAPONS by one), and didn't compensate for that in g\_controls.c, which my fix does.

#### #4 - 2006-06-03 00:46 - danij

Logged In: YES  
user\_id=849456

I thought I'd changed most places where this is an issue but obviously I missed this.

There may be other issues related to this so keep an eye out.

#### #5 - 2006-07-22 03:11 - danij

Logged In: YES  
user\_id=849456

Fixed. Will commit changes to SVN soon.

**#6 - 2006-07-31 23:51 - danij**

Logged In: YES  
user\_id=849456

Fixed in SVN [3439] for Doomsday1.9.0-beta5