

## Doomsday Engine - Bug #32

### No text between hubs

2003-03-30 19:03 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-03-30
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.7.8	
<b>Description</b> After beating "Seven Portals" (first hub), I got the grey Hexen title screen with "(not found)" in the upper left hand corner. I'm pretty sure some flavor text should've been there but I know I never encountered that with the original .exe. Then "Shadow Woods" opened as usual.	
<b>Labels:</b> jHexen Gameplay	

### History

#### #1 - 2003-03-30 20:47 - skyjake

Logged In: YES  
user\_id=717323

jHexen expects to find the intermission text from the lump CLUS1MSG. "(not found)" will be shown if the lump is not found. You should upgrade your original Hexen to v1.1.