

Doomsday Engine - Bug #349

Heretic E1M8: Killing boss(es) raises lava (or does nothing)

2006-09-01 03:36 - zachkeene

Status:	Closed	Start date:	2006-09-01
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta4		
Description			
Dunno if this is another 666 bug, or something left over from the previous Heretic map bugs...			
Eliminating the ironliches in E1M8, instead of lowering the wall blocking the final chamber, raises the lava floor almost up to the height of the regenerating pod chamber earlier in the level. (Thus making giant pits out of the Ironlich ledge and the two teleporters.)			
Tested on SVN 3799.			
Labels: jHeretic Gameplay			

History

#1 - 2006-09-01 21:08 - zachkeene

Logged In: YES
user_id=1103163

Or, on occasion, nothing seems to happen at all.

#2 - 2006-09-03 00:45 - zachkeene

Logged In: YES
user_id=1103163

Simple fix: at line 371 in jHeretic's p_spec.c, change:

```
xline = &xlines[P_ToIndex(line)];
```

to

```
xline = P_XLine(line);
```

Not surprisingly, this also fixes the similar issues with E3M8 going wacky after defeating D'Sparil mentioned on the forum.

#3 - 2006-09-03 01:24 - daniij

Logged In: YES
user_id=849456

Well spotted.

Fixed in SVN for 1.9.0-beta5.