

Doomsday Engine - Bug #354

Heretic E1M8 & E3M8 are messed up

2006-09-03 02:49 - stephenhowe

Status: Closed	Start date: 2006-09-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta4	
Description	
Hi	
In different ways, the boss levels E1M8 & E3M8 are messed up (for Shadow of Sepent Riders WAD)	
E1M8: Is such that 2nd pit and green walkway "rises" to become level with the black area where the golems and puff balls are contained.	
To reproduce:	
<ol style="list-style-type: none">1. Start Heretic on "smite-meister" difficulty2. Do "ENGAGE18", "RAMBO", "QUICKEN"3. Beat the undead warriors on platform and flick switch to open black area where golems are are4. Walkthrough and flick switch and view Iron Liches.5. At this point if you step off platform into 2nd pit the "lava" and walkway rises to become level with rest of platform where golems and puff balls. You can't complete the level as there is no way to get though the final pit where 2nd set of golems and disciples are as it is "lower". A very weird bug.	
E3M8: Very simple. On killing the Chaos Serpent that D'Sparil is riding and then hitting D'Sparil hard, he teleported <i>COMPLETELY</i> out of the arena. I know because on doing "KITTY" and "RAVMAP" twice, I could see him wandering around outside the map areas.	
D'Sparil is supposed to randomly teleport to one of the 6 teleport destinations within the final area.	
Stephen Howe	
Labels: jHeretic	

History

#1 - 2006-09-03 03:52 - zachkeene

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This is a known bug that has been fixed in SVN for beta5.