Doomsday Engine - Bug #357

Doomsday hangs at the end screen of games/episodes

2006-09-03 14:49 - mrdarka

Status:	Closed		Start date:	2006-09-03
Priority:	Urgent		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description
After finishing the game, at the last end screen of Doom/Heretic/Hexen, doomsday hangs. In DOOM II, it switches to MAP31 instead.   This is on svn 3816.   **Labels:** InFine

History

#1 - 2006-09-04 03:51 - zachkeene

Logged In: YES
user_id=1103163

Change 1304 of common/src/f_infine.c from:

    last = FI_ExecuteNextCommand();

to

    last = !FI_ExecuteNextCommand();

Which also fixes the problem I was having with Hexen skipping its briefings.

#2 - 2006-09-04 09:08 - danij

Logged In: YES
user_id=849456

This wasn't the only problem in InFine. The event responder was reacting to non keyboard events too. Thanks for the tip off zachkeene.

Both problems have now been fixed in SVN for 1.9.0-beta5.