

Doomsday Engine - Bug #375

trigger #7 (switch once - raise stairs) doesn't work

2006-10-03 05:08 - axelrb

Status: Closed	Start date: 2006-10-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta4	
Description <p>I encountered this bug when playing Heretic. But I did not test it on Doom, though I do not know whether it works there or not.</p> <p>So, trigger #7 (switch once - raise stairs) doesn't work. You may find it on maps E1M5 and E2M2 (and somewhere else, I do not remember). I push the switch on, but stairs do not raise. These maps become impassable because of this bug.</p> <p>In WAD editor I replaced trigger #7 with trigger #8 (walk once - raise stairs) and it works. So, I could state that the problem is in the trigger, but not in stairway sectors.</p> Labels: jHeretic	

History

#1 - 2006-10-03 15:58 - danij

Logged In: YES
user_id=849456

Already fixed for 1.9.0-beta5. Deleting as duplicate.