Doomsday Engine - Bug #428

Bug in stairs in MAP03:Guardian of Ice

2007-02-28 14:05 - diz7

Status:	Closed	**Start date:**	2007-02-28
Priority:	Urgent	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta5		

Description

After warping to Guardian of Ice (map 03) (through one of the portals),

if you press a switch, the stairs are raised on both sides of a room, each stairway ending with a switch.

In DOS Hexen and in 1.9.0-beta4, the floor for the stairs raised and the corresponding ceiling of the stairs raised too to make enought height for player to ascend the stairs.

In 1.9.0-beta5 (and beta5.1), only the floor of the stair raises, but the ceiling stays at its old height, thus blocking the access to the stairs for the player.

Screenshot attached

Labels: jHexen

History

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Screenshot

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/81dca944/48de/attachment/hexen-000.jpg

#2 - 2008-07-11 11:12 - danij

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Originator: NO

Fixed in svn for 1.9.0-beta6