

Doomsday Engine - Bug #448

FloorAndCeiling special actions only moves floor

2007-05-26 18:48 - quietust

Status: Closed	Start date: 2007-05-26
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description Special actions 95 and 96 (FloorAndCeiling_LowerByValue and FloorAndCeiling_RaiseByValue) are broken, only moving the room's floor. As a result, any levels which use these actions to implement an elevator will render any floors above the default position impossible to reach without cheating and using noclip.	
Labels: jHexen Gameplay	

History

#1 - 2007-06-05 23:32 - quietust

Logged In: YES
user_id=56060
Originator: YES

Out of curiosity, which bug was this a duplicate of? I did several searches through all open/closed bugs, and I didn't find anything like this (unless you're using an another bug tracker in addition to this one).