

Doomsday Engine - Bug #470

Door Illusions

2007-09-03 22:32 - vdub2000

Status: Closed	Start date: 2007-09-03
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	

Description

In the Seven Portals area, the first gold door on the left has a "hole" in it so that even though the door is closed, I can partially walk into the door. It's only in the left half of the door.

There is also a big gold door behind a large wall that hides three ettins as well as some blue mana pickups. I believe the door in question leads to the end of the Seven Portals area. Even though the door is closed, not only can I walk through it, but the enemies waiting on the other side can also walk through it and fire projectiles through it.

Labels: jHexen

History

#1 - 2007-09-03 22:36 - vdub2000

The bug with the large gold door (door is closed) in the Seven Portals area.

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/9f656d55/d243/attachment/jhexen-bug2.JPG

#2 - 2007-09-03 22:36 - vdub2000

Logged In: YES
user_id=1882224
Originator: YES

File Added: jhexen-bug2.JPG

#3 - 2007-09-03 22:45 - vdub2000

The bug with the first gold door (door is closed) going clockwise from level start point

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/9f656d55/24d4/attachment/jhexen-bug1.JPG

#4 - 2007-09-03 22:45 - vdub2000

Logged In: YES
user_id=1882224
Originator: YES

File Added: jhexen-bug1.JPG

#5 - 2007-12-01 15:34 - danij

Logged In: YES
user_id=849456
Originator: NO

Fixed in svn for 1.9.0-beta6

#6 - 2008-01-04 20:34 - danij

Logged In: YES
user_id=849456
Originator: NO

I must not have noticed earlier but this is a duplicate. Closing as such