

Doomsday Engine - Bug #574

Duplicate key hud messages

2008-12-05 21:20 - vermil

Status: Closed	Start date: 2008-12-05
Priority: Normal	% Done: 100%
Assignee: daniij	
Category:	
Target version: 1.8.6	
Description A little oversight bug in the original Doom that is carried over to Doomsday. If you pick up a duplicate of a key colour you already own, no hud message is displayed. Taking a guess, I'd say the part of the code that displays the hud message is placed after the code that returns false if the player already has the key. When it should be placed before. Labels: jDoom	

History

#1 - 2008-12-05 21:51 - daniij

Is there really any need to inform the player about picking up a duplicate key?

#2 - 2008-12-05 22:51 - daniij

Vermil informs me that he is in fact referring to the case of e.g., picking up a red skullkey after a red keycard and the user not being informed about the red skullkey. We need to treat all keys uniquely other than when it comes to determining the access rights to doors/lifts/switches and the original game logic dictates we group them by colour.

#3 - 2008-12-09 13:58 - daniij

Fixed in SVN for Doomsday 1.9.0-beta6