

Doomsday Engine - Bug #61

The golden doors on the Seven Portals are buggy.

2003-06-08 22:34 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2003-06-08
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	1.7.9		
<b>Description</b>  For the client in a network game, all of the doors on the Seven Portals level get reset to the closed position upon warping through the teleporters. The host does not experience this problem. Also, the client sees little blue stars on the floor in various rooms and areas. These blue stars are invisible to the host.  <b>Labels:</b> jHexen Multiplayer			

History

#1 - 2003-06-11 22:07 - skyjake

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user\_id=717323

The bugs 703664 and 702473 already cover the same issues.