

Doomsday Engine - Bug #611

HeXen Korax bug and crash

2009-02-25 21:34 - vermil

Status: Closed	Start date: 2009-02-25
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
<p>In the second stage of the battle with Korax, he can't teleport beyond the second spot. Everytime he goes to teleport he reappears on the second spot.</p> <p>Also, quite often when Korax goes to activate a map script in the first or second stages of the battle, the game crashes with "SetValue: DDVT_PTR incompatible with value type DDVT_INT".</p>	
Labels: jHexen Gameplay	

History

#1 - 2009-02-26 16:22 - danij

Fixed in rev #6424