Doomsday Engine - Bug #622

jHexen: Dark Crucible: Bridge motionless and dark on respawn

2009-02-26 16:05 - danij

Status:	Closed		**Start date:**	2009-02-26
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

When respawning on the Dark Crucible map in jHexen, the bridge at the start stays motionless and the lighting does not change.

Labels: jHexen

History

#1 - 2009-03-01 08:48 - skyjake

I did some looking into this and it seems that the floor waggle special simply isn't being triggered after the respawn.

I haven't yet checked who should be doing the triggering, ACS maybe? Evidently some condition isn't being set correctly after the respawn.

#2 - 2009-03-20 13:40 - danij

I've done a bit more investigating and the ACS script stack and all the related state in p_acs.c appears to have been restored correctly.

However, putting a break point in T_InterpretACS reveals that there are no currently running scripts upon respawn. So right now I am suspecting that the save game handling is not adding these thinkers to the thinker list at all.

#3 - 2009-03-20 13:55 - danij

Fixed in svn for 1.9.0-beta6.1