

Doomsday Engine - Bug #626

jHexen: Savegame bug (e.g. seven portals)

2009-02-27 19:33 - xxmiltexx

Status: Closed	Start date: 2009-02-27
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description After loading a game after using a switch that is necessary to go on with the story (e.g. guardian of steel) and enter the level where the effect should be (e.g. Seven Portals) nothing will happen. Might be an old Hexen bug. Labels: jHexen	

History

#1 - 2009-03-20 13:55 - danij

Fixed in svn for 1.9.0-beta6.1