

Doomsday Engine - Bug #630

jHexen: Winoing Hall (Emerald Key Room): Walls don't rise

2009-02-27 23:34 - xxmiltexx

Status:	Closed	Start date:	2009-02-27
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
In the room with the emerald key sometimes some walls aren't lifting. That happened to me once, but I couldn't reproduce it yet, but I have the savegame, but if I try to load it I get a segmentation violation with the following error message in the doomsday out: Corrupt save game: Segment [107] failed alignment check			
Labels: jHexen			

History

#1 - 2009-03-01 08:45 - skyjake

Perhaps related to the Dark Crucible bug where the floor waggle special isn't triggered after respawning on the map?

#2 - 2009-03-04 20:52 - xxmiltexx

I tested it. I run into that room and it worked without bug. Then killed myself, respawned and tested it again, but it still works.

But I made it to reproduce the bug now several times, even on a "fresh" start of Doomsday.

Here how I made it now: I choose Cleric, used the "all weapons" cheat and took the 4th weapon of Cleric. With that weapon I was able to reproduce the bug several times (not always!)

I've also tested it without it or with other classes like mage (as the bug occurred the first time to me, I played Mage and without cheats), but I was not able to reproduce it now.

If the bug occurs, it's always the same wall that will not rise.

Here a screenshot (to my right would be the key):

<http://img5.imageshack.us/img5/9757/hexen001.jpg>

#3 - 2009-03-20 13:54 - daniij

Fixed in svn for 1.9.0-beta6.1