

Doomsday Engine - Bug #634

Infine events command not working

2009-03-02 12:17 - vermil

Status:	Closed	Start date:	2009-03-02
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
As the summary states. Infine events/noevents commands aren't working at tall in 1.9 Beta6.			
Labels: InFine			

History

#1 - 2009-05-23 01:27 - daniij

It took me a while to figure out this problem as you did not provide the InFine script you were having problems with...

Anyway, it turns out the onkey command was working just fine however, if a script used either the waittext or waitanim commands the internal script state for these logic controls were not being reset when the script cursor was rewound (thus leaving it in an invalid state).

Fixed in svn for 1.9.0-beta6.3