

Doomsday Engine - Bug #655

Artefact key's not checking that player actually has item

2009-04-01 11:56 - vermil

Status: Closed	Start date: 2009-04-01
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
In Jheretic and JHeXen, in Beta6.1, pressing the fly up button gives the player the wing's powerup.	

History

#1 - 2009-04-19 21:03 - vermil

In Beta6.1, all the artefact key binds use an artefact regardless of wheter the player actually has it.

For instance, pressing the Moprh Ovum key bind will fire a Morph Ovum even if you have none.

Affects both Heretic and HeXen and is probably related to the fly up key bind giving the player Wings of Wrath mentioned in my first comment.

I've changed the Summary title to represent the real scale of this bug.

#2 - 2009-05-02 00:54 - danij

Fixed in svn for 1.9.0-beta6.2