

Doomsday Engine - Bug #676

HeXen inventory not saved between maps

2009-04-19 17:39 - vermil

Status:	Closed	Start date:	2009-04-19
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
<p>The contents of the player's finite inventory (i.e. Quartz Flasks, puzzle items etc) is not being saved when entering a new map or hub.</p> <p>Every time the player enters a portal, on the same hub or the one to the next hub, it is completely emptied. Non-finite items such as key's are kept.</p> <p>For reference, the only time that the player should automatically lose items out of their inventory in HeXen is that any Wings of Wrath artefacts (inactive or active) are taken between hubs.</p>			
Labels: jHexen Gameplay			

History

#1 - 2009-05-02 00:16 - daniij

Fixed in svn for 1.9.0-beta6.2