

Doomsday Engine - Bug #688

Hexen: Stuck while entering a portal in Seven Portals

2009-05-09 15:46 - hexenfan

Status:	Closed	Start date:	2009-05-09
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta6		
Description			
Hey all, If you try to enter the first portal in the second level in Hexen (after activating the switch and and going through the door with the ice and the elevator to the teleporter) you get stuck while entering the teleporter and at the bottom of my screen the wall texture keeps rolling. Menu and everything is still accessible.			

History

#1 - 2009-05-11 10:08 - hexenfan

Tried taking a screenshot but it's just black. replayed it a few times now with different classes and in single and multiplayer and always endet up with the same problem. so i hope its reproduceable for others aswell.

#2 - 2009-05-15 10:45 - hexenfan

uhm.. yeah might have added earlier that i experienced that on the Windows version. V1.9 beta6.2

#3 - 2009-05-25 19:28 - skyjake

(originally posted by anonymous SF.net user)

Following procedure described by hexenfan, I was able to reproduce this bug. A temporary workaround is to open the console with the ~ key and use the "warp #", replacing # by the mp number. (Seven Portals is 2, and this value should increment according to game progression).

#4 - 2009-05-29 11:55 - daniij

Fixed in svn for 1.9.0-beta6.3