

Doomsday Engine - Bug #694

Hexen: multiple issues

2009-05-28 16:23 - kginney

Status: Closed	Start date: 2009-05-28
Priority: Urgent	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description	
<p>Here is a summary of the issues I have found in Hexen using Doomsday 1.9.0-beta 6.2 (some of these errors have already been reported):</p> <p>Portals don't work - they have been turned into black holes that you cannot escape. You can use "warp" as a work around, but you lose all of your items and all of the pieces of your 4th weapon.</p> <p>Inventory items don't stay with you if you load a saved game</p> <p>In 1.9.0-beta6.1 inventory items did not stay with you if you used a portal - can't check now because of the new portal issue</p> <p>Cannot "place" key inventory items: cannot place the gems in the star map, cannot place the books into the shelf in the library, cannot place the clock pieces into their places, etc. - you get the "You cannot use that here" message</p> <p>Cannot move beyond the endgame screen for the levels - the text just repeats with every key you press</p>	
Labels: Gameplay	

History

#1 - 2009-05-28 19:53 - danij

Loading of the player inventory from save games is now fixed in svn for 1.9.0-beta6.3.

Cannot move beyond the endgame screen for the levels - the text just repeats with every key you press

This issue has since been fixed in svn for 1.9.0-beta6.3

"Portals don't work"

As yet, I am unable to replicate this problem.

#2 - 2009-05-29 00:04 - danij

I think I've found the problem that you are referring to by "Portals don't work". Fixed in svn for 1.9.0-beta6.3

#3 - 2009-05-29 11:53 - danij

All of these issues have now been fixed in svn for 1.9.0-beta6.3