

Doomsday Engine - Bug #705

Heretic/HeXen: Minor inventory glitches

2009-06-04 02:29 - vermil

Status: Closed	Start date: 2009-06-04
Priority: Low	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

Emptying your supply of any item in HeXen leaves a blank spot in the left most panel in your inventory when you next open it, until you scroll off it.

In both Heretic and HeXen, the scroll inventory left key can't be held down to scroll like the scroll inventory right key.

In Heretic, when you use an artefact, no blue flash graphic appears briefly in the place of the hud icon for said artefact. While in HeXen said blue flash graphic is slightly off centre to the left.

History

#1 - 2009-08-30 00:45 - danij

In both Heretic and HeXen, the scroll inventory left key can't be held down to scroll like the scroll inventory right key.

This seems to work fine for me with the default bindings.

However, using the control setup menu to change control bindings for events that are supposed to repeat does not work (new bindings lack the repeat qualifier).

#2 - 2009-08-30 01:15 - danij

In Heretic, when you use an artefact, no blue flash graphic appears briefly in the place of the hud icon for said artefact.

This too seems to work fine for me. Though they are indeed a couple of pixels off-center.

#3 - 2009-08-30 03:06 - danij

Most of these issues have now been fixed for 1.9.0-beta6.6

The minor visual offset issue with the inventory use flash animation remains.

#4 - 2009-09-04 06:28 - danij

The remaining alignment issues have been fixed for 1.9.0-beta6.7