

Doomsday Engine - Bug #706

Heretic: Linetype 100

2009-06-04 02:43 - vermil

Status: Closed	Start date: 2009-06-04
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	

Description

It seems that using Linetype 100 which is a walk over trigger that opens tagged sectors like a turbo door and then closes them a few seconds later, is broken in Beta6.3.

Firstly it causes any door linetypes on the sectors it has affected to permanently turn into turbo doors as well. In the original game the door linetypes on the sectors it affects become turbo doors only until the door closes.

Secondly, the door doesn't close automatically. In the original game the sectors tagged to Linetype 100 will close automatically after a few seconds.

A couple of examples of linetype 100 can be found on E3M3 behind either Green Door.

Labels: jHeretic Gameplay

History

#1 - 2009-07-02 20:03 - danij

Fixed in svn for 1.9.0-beta6.4