

Doomsday Engine - Bug #733

Invisible wall on Seven Portals

2009-07-22 22:45 - mateusz82

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| Status: Closed | Start date: 2009-07-22 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: | |
| Description I'm using version 1.9.0 beta 6.4 and Mac OS 10.4.11 (though this bug has shown up on the last version of the engine and on earlier versions of OS X. When I return to the start of the Seven Portals hub, I can't go through the gap in the wall in front of the elevator (the same wall Korax appears on when first entering the level). I have gotten this problem when I exited the bonus level, and when I used the Chaos Device to warp to the start of the map. There doesn't seem to be an actual wall, as hitting the space with a weapon produces no noise or puff, and there's no sound effect when I press the "Use" key, but I can't pass through. | |
| Labels: jHexen Gameplay | |

History

#1 - 2009-07-23 15:16 - danij

Closing as duplicate.