

## Doomsday Engine - Bug #775

### HeXen: Dormant foes waking up after loading saved game

2009-09-10 13:40 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2009-09-10
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		

#### Description

In Beta6.6, If the player loads a save game, any "dormant" foes on the map will wake up like normal foes instead of remaining dormant until whatever trigger should wake them up.

These "active dormant" foes retain the invincibility from being dormant until the player activates whatever trigger should wake them up.

An easy example of this is the Castle of Greif map (map21) where there are dormant foes right outside the start room that should only wake up when the player steps on the drawbridge.

**Labels:** jHexen Gameplay

#### History

#1 - 2010-04-04 13:39 - daniij

Fixed for 1.9.0-beta6.8