Doomsday Engine - Bug #777

Hexen: possible problem with switches & loading

2009-09-16 02:52 - roffalcopter

Status:	Closed	**Start date:**	2009-09-16
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta6		

Description

So, this isn't the first time something like this happens to me. A while back I posted a bug about the switch before the Caves of Circe that fixes the ground not opening up. Well, now a similar bug has appeared on the Darkmere, on the switch that lowers the bridge to the castle. The bug before was a mere annoyance (but a bug nonetheless), but this one blocks the flow of the game and makes it impossible to continue through the game. I didn't get to see the switch before I loaded up, I just saved the game, went away to see other stuff, then came back, ran Hexen again, loaded the game, got to that part, and the switch didn't raise from the pillar it's supposed to be. What's even funnier is, I can exploit the Z value not being verified when activating linedefs which was explained to me on one of my older encounters with bugs, I get to hear the switch's click, but nothing happens at all.

Labels: jHexen Gameplay

History

#1 - 2009-09-17 01:46 - danij

So this is a non-issue then? Can we close this report?

#2 - 2009-09-17 17:41 - roffalcopter

Yes. This is just an issue with me being an idiot.

#3 - 2009-11-07 11:16 - roffalcopter

OK, that was one of my most failed fails. I had saved before hitting the switch on the hut, and loaded thinking I had hit that switch. Damn, I feel embarassed for even posting this... -.-