

## Doomsday Engine - Bug #78

### jHexen: setmap x / -warp x

2003-06-23 09:04 - e6y

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.7.10	
<b>Description</b> demos in attach show difference between normal change level (from first to second) and "setmap 2" from in-game console or via cmd "jHexen.exe -warp 2" (original hexen doesn't have this bug)	
<b>Labels:</b> jHexen Multiplayer	

### History

#### #1 - 2003-06-23 09:05 - e6y

jHexen demo

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/598c77ba/8521/attachment/setmap.zip](http://sourceforge.net/p/deng/bugs/_discuss/thread/598c77ba/8521/attachment/setmap.zip)

#### #2 - 2003-06-30 20:29 - skyjake

Logged In: YES  
user\_id=717323

This should be fixed in 1.7.11.

NOTE: Don't use "setmap". In singleplayer games, use the regular "warp" command. "setmap" will actually set up a co-op/dm game, and it's only supposed to be used in multiplayer games.